No 1! BIGGEST AND BEST

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DECEMBER 1992
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27

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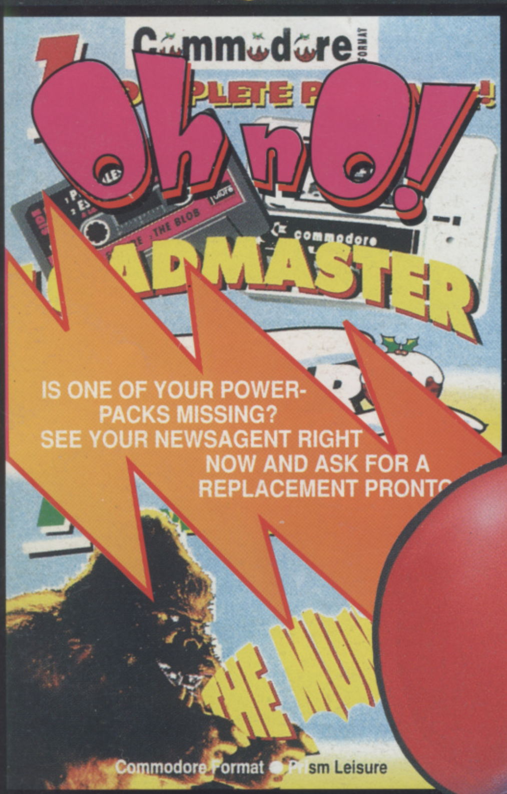
Commodore FORMAT

LOOKY HERE
THREE FULL GAMES AND ONE BRILL' UTILITY

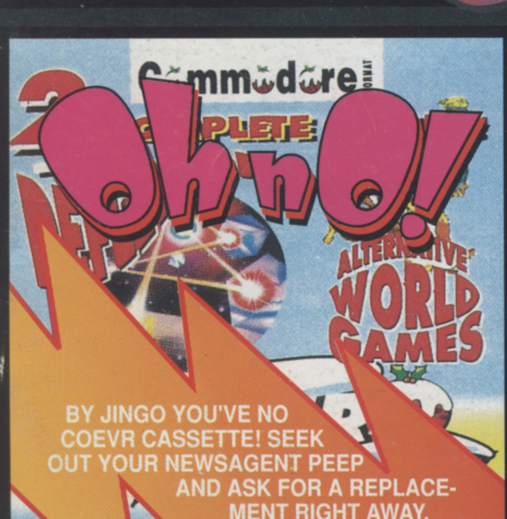
CHRIZZY DIZZY

Is Crystal Kingdom Dizzy all it's cracked up to be? Fry p.68 for size!


Commodore FORMAT
1
COMPLETE P
Oh nO!
LOADMASTER
THE MU

IS ONE OF YOUR POWER-PACKS MISSING? SEE YOUR NEWSAGENT RIGHT NOW AND ASK FOR A REPLACEMENT PRONTO

Commodore Format ● Prism Leisure


Commodore FORMAT
2
COMPLETE
Oh 'n O!
ALTERNATIVE WORLD GAMES

BY JINGO YOU'VE NO COEVR CASSETTE! SEEK OUT YOUR NEWSAGENT PEEP AND ASK FOR A REPLACE-MENT RIGHT AWAY.

Atlantis ● Prism Leisure

Tape to disk
SMAARRT!
Tape-to-disk offer on p.7!

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

BULLY'S DARTS
Two in a bed SHOCKER!

LOCOMOTION
Leaves 'em standing

RECKLESS RUFUS
'Recking as like!

CRAZY CARS 3
Do they pass their MOT?

PSYCHO'S SOCCER
Out of the forest?

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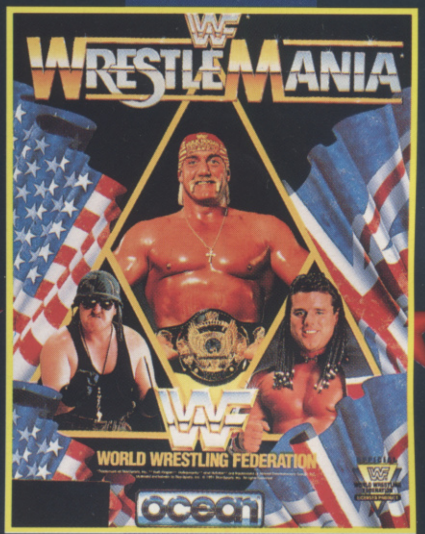
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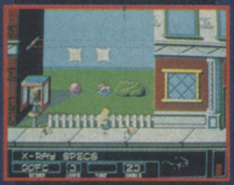

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94%

"Variety is definitely the winning ingredient with Terminator2."
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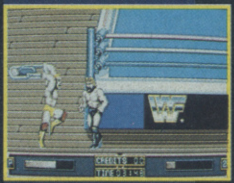

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27 DECEMBER 1992

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CODEMASTERS

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72 CRAZY CARS
TITUS

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78 LOCOMOTION
KINGSOFT

CF SPECIAL

31 SELLING YOUR (SOFT)WARES
So how do you go about getting a game published? You've got the ideas, the hardware and the talent but how do you make that big break? For the inside angle on getting your game in the shops see p.31.

34 1992 AND ALL THAT
A week may be a long time in politics, but in the world of computers it feels more like seven days. For a look at the highlights of the year they are already calling 1992, turn the clock back (and the pages forward) to p.34.

36 LOADMASTER MASTERCLASS
Ensure that your datassette is loading at maximum efficiency, with our brill' *Loadmaster* head alignment program. The full *Loadmaster* instructions can be found on p.36.

38 FACE TO FACE
This month's software star is Danielle Woodyatt, Public Relations Supremo for the mighty US Gold. She reveals some of the secrets of the software trade on p.38.

42 CF'S ARTY PARTY
When we put *Saracen Paint* on Power Pack 25 we invited you to send in your piccies. Now we are proud to present the pick of the pixel paint pack. The picture packed pages begin on p.42.

50 LET'S MAKE A MONSTER
Apex Productions, the creators of *Creatures 2*, are now two months into the production of their latest masterpiece, *Mayhem in Monsterland*. Find out how things are going on p.50.

REGULARS

6 POWER PACK PAGES
The only tape instructions you'll ever need

11 GAMEBUSTERS SPECIAL
The COMPLETE *Creatures 2* solution!

27 BUDGET GAMES
Roger Frames scopes out the cheapo scene.

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Our techie hitman 'solves' those awkward probs.

52 YOUR LETTERS
The Mighty Brain answers back!

60 PREVIEWS
Dalek Attack! Cool World! Nick Faldo!

64 SCANNER
Early Warning of incoming games!

80 MAIL ORDER AND SUBS
Buy bargains and order *CF* by post.

82 NEXT MONTH
1993 and all that!

What do I want for Christmas? Anyt POWER

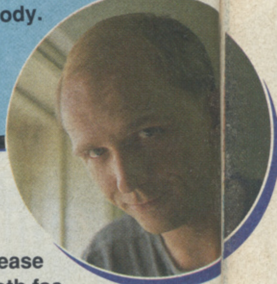
JAMES MASTERS GAMESMASTER!

Welcome to the *CF* Christmas spectacular! Yeah, I know that there's one more issue due before Christmas (on December 19th to be precise) but as this edition runs right up until then, we thought we'd make this one a festive issue as well.

With two Power Packs on the cover, as well as a spiffy number of pages, we hope we've catered for just about everybody on our Commodore Christmas list. There's a smart head alignment program for datassette owners, a multi-event sports game for wagglers, a tough puzzle game for thinkers and a game of senseless destruction for the all-action nutters! On the reviews front we've got the long-awaited *Crystal Kingdom Dizzy* and *Crazy Cars 3* out on full price, previews of *Dr Who – Dalek Attack* and *Cool World* for prognosticators, tips for techies, a budget round-up for skinflints and stacks of stunning features for all manner of folk.

If that weren't enough, we also welcome a new team member aboard the good-ship *CF*, a certain Miss Clare Hodgson. She'll be replacing James at the games helm, because he's scarpered off to join Future's new *GamesMaster* title. So it's gooday JamesMaster and howdy Clur.

Hatty Crispness everybody.



11 GAMEBUSTERS SPECIAL

Creatures 2 was the best – and most important – C64 game release of the year. It set new standards for graphics and gameplay, both factors that helped the game sell by the wagon load. This also means, though, that there are now thousands of gamers up and down the country who are in *Torture Trouble*! So, in this Christmas special we devote ALL of Gamebusters to blowing *the* game of 1992 to smithereens.

31 SELLING YOUR WARES

Most gamesplayers have dreamt of writing their own game and getting on to the shelves of Smith's. But aside from learning to draw, compose or code on the C64 what else do you need to do? We detail the essential info for aspiring software authors on p.31.

34 1992 AND ALL THAT

Time for a meander down the Memory Lane that was 1992. The best bits, the silly bits and the bits that we'd all rather have forgotten about are dragged up once more on p.34.

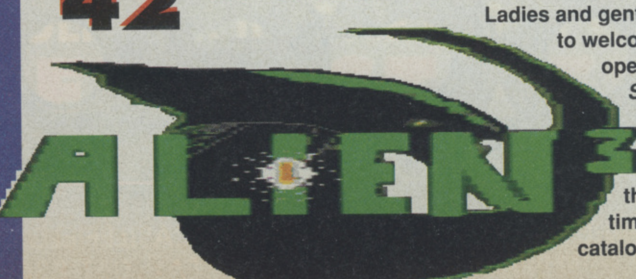
Sex Pistols

38 FACE TO FACE

Don't be afraid to ask, we said, and you weren't! This month US Gold Public Relations chief Danielle Woodyatt answers your quezzies. What is PR? Why haven't Kixx re-released *Bionic Blades 4*? What's the meaning of life? You'll find the answers to all these questions (well almost all) on p.38.

42 CF'S ARTY PARTY

Ladies and gentlemen, I am proud to welcome you to the opening of the *CF Saracen Paint* gallery. We have a wide collection of work on show to the public for the first time. Please open your catalogue on p.42.

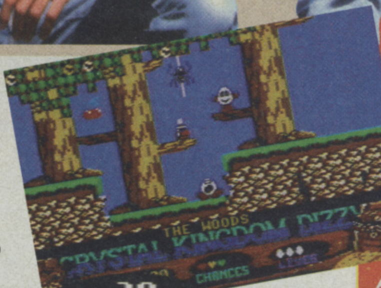


rything that's been...

TESTED!

50 LET'S MAKE A MONSTER

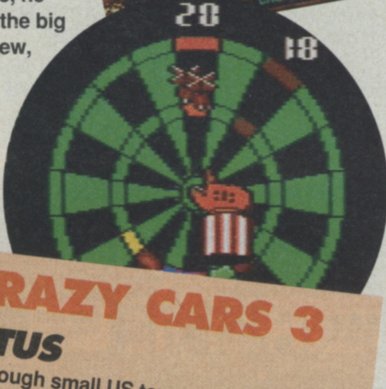
Apex Productions are responsible for *Creatures 2*. Now they are revealing the secrets of their next project – *Mayhem In Monsterland*. In this second installment of our series they've already decided on the main character and the setting for the game now they start the hard bit – or so they say! Diary entries start on p.50.



68 CRYSTAL KINGDOM DIZZY

CODEMASTERS

Dizzy, computer gaming's most enduring character, pops up again in arcade-adventure mode. Now, for the first time, he appears in C64-O-Vision and glorious full colour. Can the big D's gameplay still cut it, though? For the first C64 review, crack open p.68 to see if it's worth shelling out for!



71 BULLY'S SPORTING DARTS

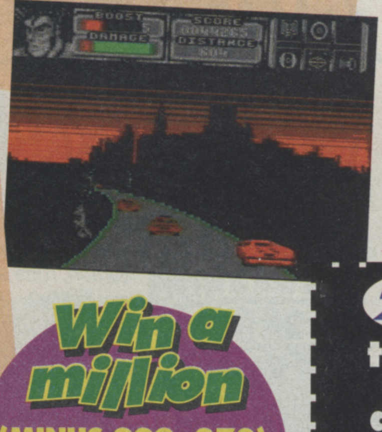
ALTERNATIVE

"Let's see what you would have won!" These immortal words are happily absent from *Bully's Sporting Darts* as Alternative have taken the best bits of the TV gameshow (ie, the novelty darts games) and turned them into a tasty little joystick tester. Go for the car on p.71.

72 CRAZY CARS 3

TITUS

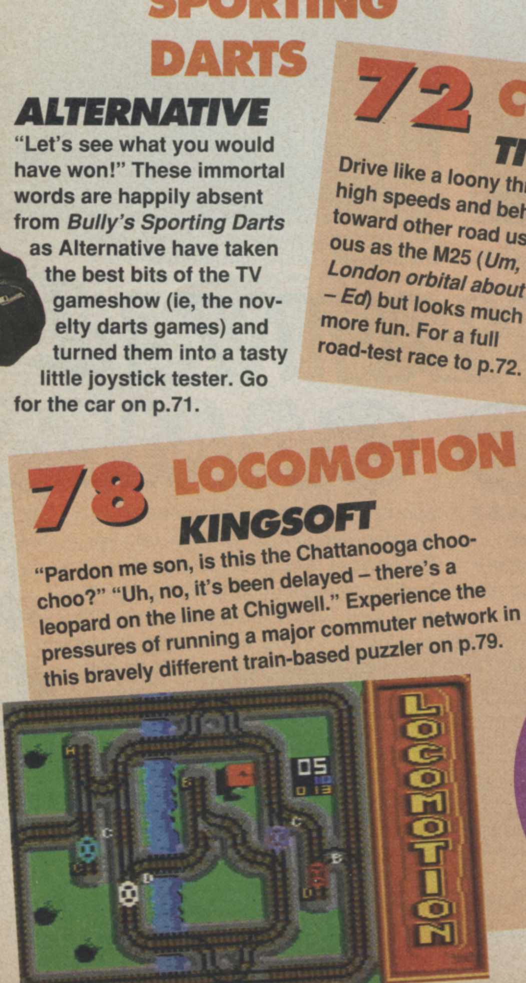
Drive like a loony through small US towns at dangerously high speeds and behave in an discourteous manner toward other road users! Yup, *Crazy Cars 3* is as dangerous as the M25 (*Um, isn't the average speed on the London orbital about 5mph? – Ed*) but looks much more fun. For a full road-test race to p.72.



78 LOCOMOTION

KINGSOFT

"Pardon me son, is this the Chattanooga choo-choo?" "Uh, no, it's been delayed – there's a leopard on the line at Chigwell." Experience the pressures of running a major commuter network in this bravely different train-based puzzler on p.79.



Win a million

(MINUS 999, 870)

130 different games are up for grabs!!! To find out how you could win them ALL see p.40 right about now!

27 tape to disk

Want a spiff' disk version of the *CF*27 Power Pack? Then bop to p.7 for a full spec on our smart tape-to-disk transfer offer.

DECEMBER 1992

POWER PACK 27

2
Commodore!
COMPLETE PACK
DEFLEKTOR
ALTERNATIVE WORLD GAMES
POWER PACK
1
DEMO!
SCEPTRE OF BAGHDAD

TAPE 1

DEFLEKTOR

FULL GAME

Prism Leisure

Bend the beam of laser light around so that it destroys the trap-laden maze. An excellently-different puzzler, this one requires speed of both thought and action. It's a race against time that requires some major forward planning! Argh!!!

● Instructions on p.8.

ALTERNATIVE WORLD GAMES

FULL GAME

Prism Leisure

A multi-event sports game that's a bit different. Eight gloriously funny events mask eight smart tests of high speed waggling. The graphics are as daft as the events – load it up and laugh!

● Instructions on p.7.

SCEPTRE OF BAGHDAD

DEMO

Atlantis Software

A new graphic adventure, this one combines great pics with some tough puzzles. Venture to old Baghdad for a tale of sceptres, genies and flying carpets. (That's a hint by the way!)

● Instructions on p.6.

1
Commodore!
COMPLETE PACKAGE!
LOADMASTER
POWER PACK
1
COMPLETE GAME!
THE MUNCHER

TAPE 2

LOADMASTER

FULL UTILITY

Commodore Format

A head alignment program, it's the one utility that you cannot afford to be without – if you want to stay sane! It'll help ensure perfect loading from your trusty datassette every time.

● Instructions on p.36.

THE MUNCHER

FULL GAME

Prism Leisure

In a glorious pastiche of those classic Godzilla B movies (where a man in a green rubber suit knocks over lego versions of Tokyo), take on the role of *The Muncher* and destroy huge cities in seconds. Mucho destructive fun is yours with the swish of a tail!

Instructions p.8.

TAPE TALK

The full instructions for your *Loadmaster* head alignment program see p.38. For the inside info on all the games and demos see p.6.

QUICK START

DEMO

SCEPTRE OF BAGHDAD

Press '7' to start and you're on the way to mysterious old Baghdad. Pick up yer stuff, wander around and explore.

Joystick – Port 2

- ↑ Up – Enter doorway or use the item selected in your inventory
- ↓ Down – Toggle between the two items in your inventory
- ← Left – Move left
- → Right – Move right
- ● Fire – Jump

FULL GAMES

DEFLEKTOR

Wiggle your mirrors to aim the beam at the balls to destroy them. Then fiddle with the shiny speculums even more to aim the power ray at the red 'home'.

Joystick – Port 2

- ↑ Up – moves the box cursor up.
- ↓ Down – moves the cursor down.
- ← Left – moves the cursor left, or angles the selected mirror anti-clockwise.
- → Right – moves the box cursor right, or angles the selected mirror clockwise.
- ● Fire – Select a mirror to move.

ALTERNATIVE WORLD GAMES

Joystick – ports 1 & 2

As there are eight sub-sections to this weird sports game, all with their own control methods, we couldn't fit all the controls into this tiny column. So you're going to have to read the main text. To start, choose the game you want to play with the joystick, press fire to select it, then 9 compete.

THE MUNCHER

Search for eggs and eat everything.

Joystick – Ports 1 & 2

- ↑ Up-Jump, with fire to grab onto the side of a building, or fire before you jab up to munch something overhead.
- ↓ Down-Crouch and then jab fire to pick up and scoff your prey.
- ← Left-Move left.
- → Right-Move right.
- ● Fire-Shoot a fire ball from Muncher's mouth to blast everthing in sight.

ALL these games and demos are loaded using the norma

POWER PACK 27

We must be mad. Ding dong merrily on high. There, told you so. Must be the Christmas spirit. But as we're in such a good mood, here's a festive treat – TWO Power Packs bulging with goodies. Just call us Sanity Clause.

SCEPTRE OF BAGHDAD

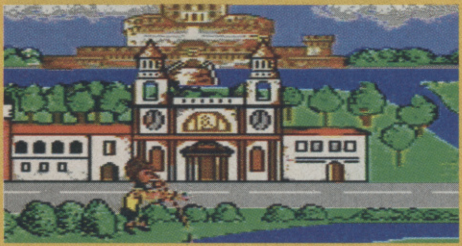
DEMO

Joystick – Port 2

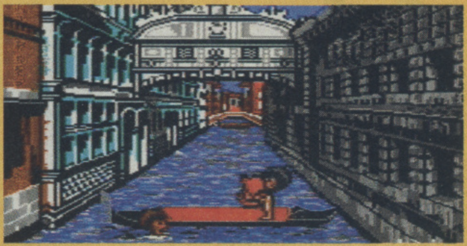
Sceptre is a neat little adventure set in the days of Ali Baba and his friends. You play the Caliph of Baghdad and you've been shrunk to teeny little super guy size. You wander through the castle, hitting fire to jump on to furniture or any of the various nasties that lie in wait.

Pick up various items by clicking on them, but remember you can only carry two at a time in your shrunken hands. But here's a hint – don't put things

"Riding along on my carpet mobile" – Chuck Berry eat yer heart out!



Join the Alt World Games, visit intertesing places, meet smart people and be plain daft!



Just like the Gladiators 'Joust', only it's probably more dangerous.

ALTERNATIVE WORLD GAMES

FULL GAM

If they fixed the Leaning Tower of Pisa, do you think that people would still want to see it?

Joystick – Port 1 & 2

The Ben Elton of sports games on the *(brash, rude and not very funny? – Ed)*, *Alternative (Oh, I see… 'Alternative', very witty – Ed) World Games* is a mish-mash of eight highly inventive sports sims, from putting yourself in a hessian bag just so that you can fall flat on your face at the first shuffle, to hurling yourself uncontrollably at a solid brick wall. Loads and loads of people can join in – invite your local rugby club round for a bash, just as long as you don't run out of countries for them.

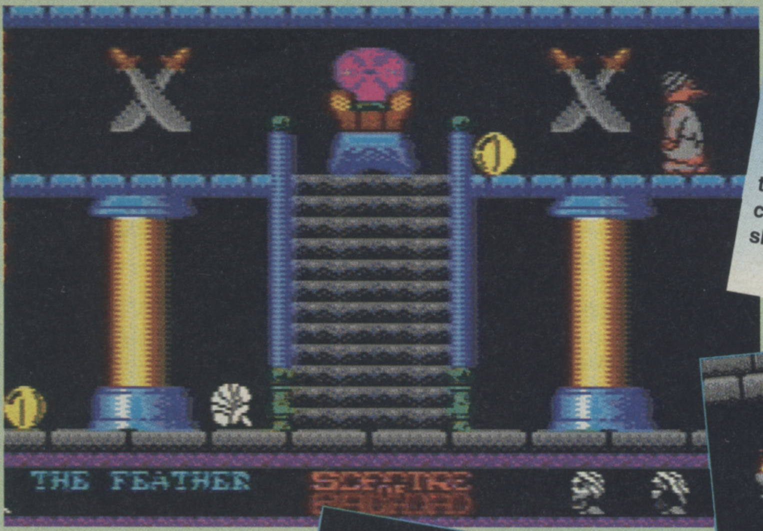
The first thing you'll see when you load up is an odd-looking parrot perched by a stack of records. Hit fire and he'll ask you for your name. Type in your name and hit return and you'll be asked which country you want to represent. Scroll through al 'Hold down SHIFT and press RUN/STOP' method. Got it?

down in awkward-to reach places.

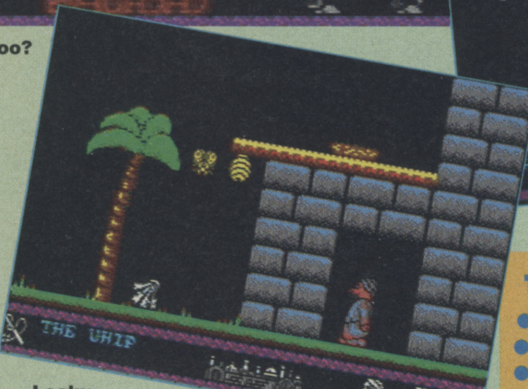
The demo-like intro can be skipped by holding down the space bar. "Phew," I hear your cry, "There's nothing quite as annoying as an intro that can't be skipped." However, if you're playing for the first time it's a good idea to read the text carefully – in there somewhere lies a clue!

To be magically transported to a far away land, just hit 7 on the keyboard. This is the last time you'll need this piece of equipment, because although there *is* an option for it on the title screen, the keyboard mode for the game is not available on this demo.

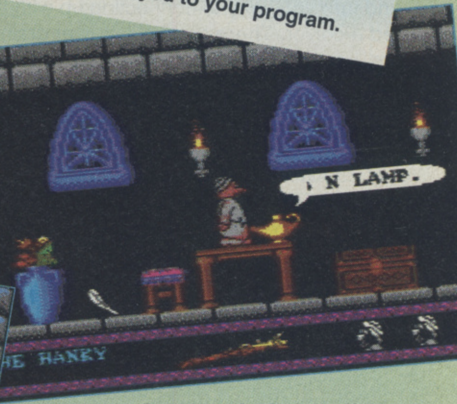
By now you should be safe and sound in Baghdad ready to explore the castle and maybe even further afield. Actually, it's not so safe, or very sound either. So, as they used to say in Hill Street Blues, be careful out there - only they were on about Washington and not downtown Baghdad!.



Excuse me, where's the loo?



Looky here! I've found some car keys!



Cold lampin' in full effect.

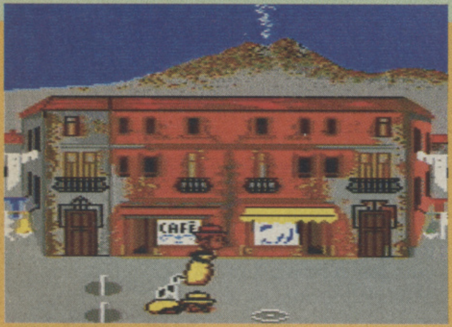
FINDING BAGHDAD

We interrupt this transmission to bring you an important news flash: *The Alternative World Games* full game was so enormous that it had to run over to the other side of the tape. So, if you want to load the *Sceptre of Baghdad* demo then fast forward side two of your Power Pack until the tape counter reads 195. Then load by using the shift-run/stop method.

We now return you to your program.

THE FACTS ON THE FULL GAME

● *Game*	SCEPTRE OF BAGHDAD
● *Publisher*	ATLANTIS SOFTWARE
● *Price*	£3.99 CASSETTE
● *Release*	JANUARY
● *Contact*	0732 465511



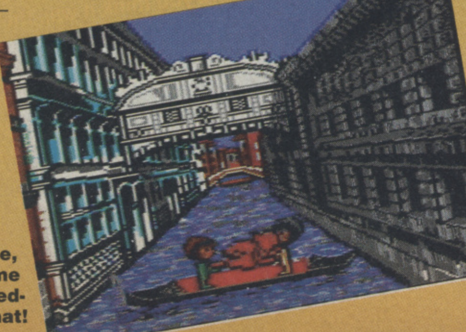
It's the only time when getting the sack is an advantage. (*Hint – Ed!*) (*Gulp – Dave*)

the flags with up and down on the joystick until you're happy with what you see. Hit fire again and continue to enter players' until everyone who's playing has been designated a team.

Next to greet your eyes will be a sports selection screen. Choose which game you want to play with the joystick, then select Compete and hit the fire button to start.

● **Sack Race** – Push up with the joystick to launch yourself into an almighty, but unstable, leap. Left & right will shuffle your feet, giving stable but slower progress.

● **Pile Of Plates** – Pile your plates up high before you set off by pushing the joystick up once for each extra plate you want to attempt to carry.



Oh, you swine, fancy attacking me with a piece of bed-linen. Take that!

Press fire then up to start walking then control his arm with left and right taps on the joystick.

● **Boot Throwing** – Move the joystick anti-clockwise in time with the boot. Release the boot when you think it's going fast enough, at the right angle to get the furthest throw.

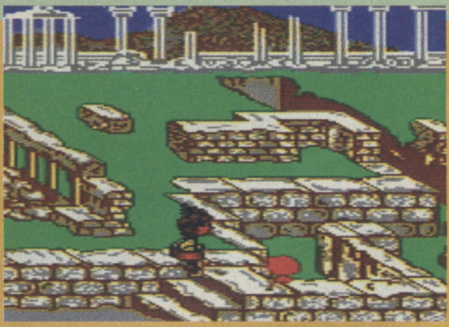
● **River Jump** – Start your little man running. If his pole starts to droop knock your joystick upwards. Press downwards when he's ready to take the great leap.

● **Pole Climbing** – Up-fire-down, up-fire-down, up-fire-down, up-fire-down, up-fire-down, etc. Need I say more?

● **Run Up the Wall** – Up, up, up with your 'stick, don't press down 'cos this switches on the breaks. Then press fire to launch yourself up that wall.

● **Pillow Fight** – Pushing the stick down shifts your pillow towards the screen, up shoves it away from the screen. Push your pillow up by hitting left or right (depending on which player you are). To hit your opponent instead of just using defence moves, hold fire down as well.

● **Pogo Stick** – Just pogo around the place picking up the odd orangey things as you go. Left on the joystick moves the bouncing chap anti-clockwise, right to go clockwise and push your joystick up to move in the direction you're facing.



What a way to treat ancient Roman ruins! The youth of today just have no respect!

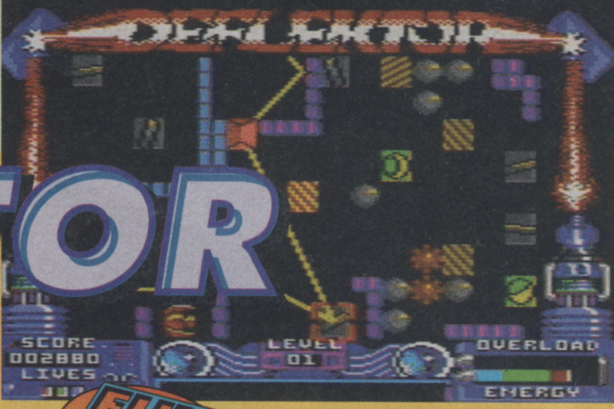
Tape to disk

Do you have a disk drive? Handy aren't they? If you want to use it as well as admiring it, you can get copies of the Powerpack on disk for the little fellow.

To get the *CF*27 Powerpack on disk simply cut out the coupon from the inside of the tape inlay card. Write your name and full address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers duplication, post and packaging) to:

*CF*27 Tape to Disk, Ablex Audio
Video Ltd, Harcourt, Halesfield
14, Telford, Shropshire TF7 4QD.

27 tape to disk



DEFLEKTOR

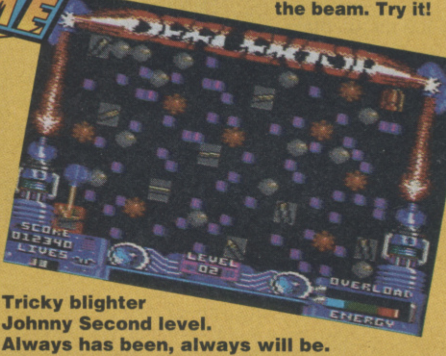
Joystick – Port 2

Wahay, loads of levels. Zoom through the first, walk through the second then get completely stuck on the third and not see the rest of the levels for quite some time. Twist and turn your way to connecting up with the red receiver. There are balls, power drainers, beam transporters, constantly rotating mirrors, walls and beam absorbers. What they all do is pretty self-evident; if the beam hits something it shouldn't you'll hear an awful noise and the overload indicator will suddenly start to rise.

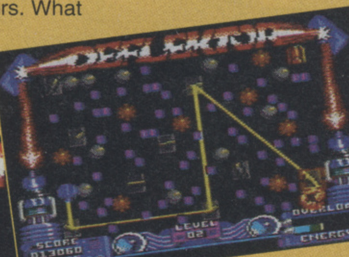
The whole point, as I said, is to connect up with the red receiver, but first all the little silver balls have to be destroyed. You do this Paul Daniels style, with mirrors. Lock on to the swivelable (and if that's not a word it should be) mirrors with the cursor, hold the fire button down and twiddle the nice shiny things by holding your stick to the left or right (depending on which way they need to go). You'll have to get lots of them to co-operate, all pointing in the right direction so that the beam reflects off a series of mirrors and eventually blasts that ball.

FULL GAME

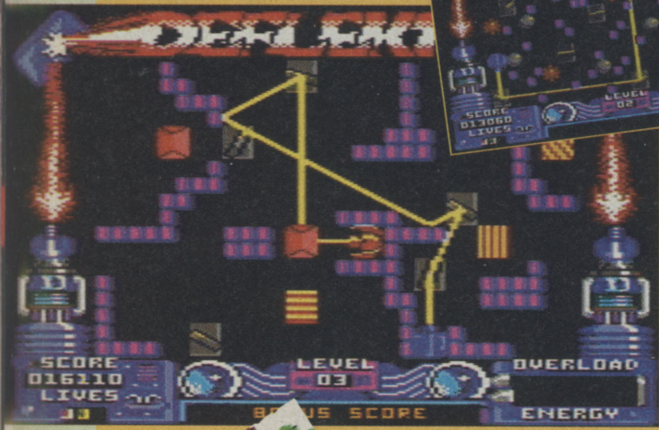
There's only one way to find out what effect each obstacle has on the beam. Try it!



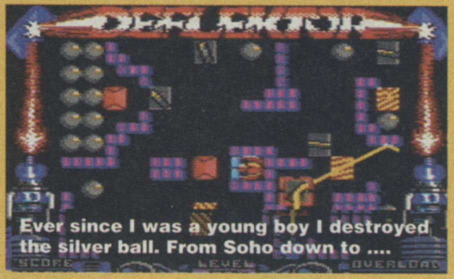
Tricky blighter Johnny Second level. Always has been, always will be.



That, as Mr Punch is won't to say, is the way to do it!



So if I turn the mirror to reflect the beam onto that strange yellow bit everything goes... BANG! Ooops.



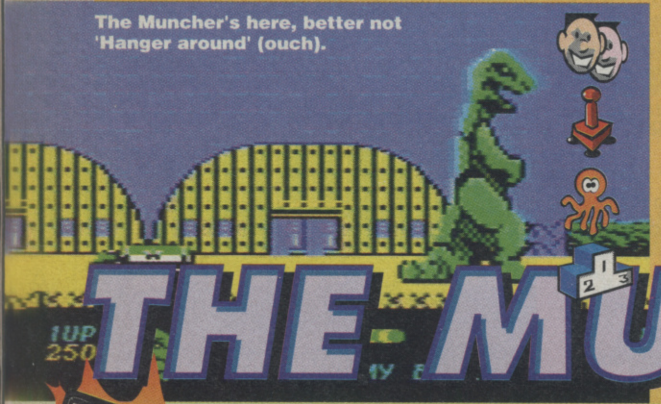
Ever since I was a young boy I destroyed the silver ball. From Soho down to ....

Chewits
10p

The Muncher is a fabulous *Rampage* clone. The sort of game to play when you're in a bad mood it's got three levels of frustration-venting action in which you squash or gobble every human in sight. To make it even more effective imagine they're the Krankies. (*But I like them, they're really, really funny, I've often wet my pants while watching KYTV – James.*) There are helicopters, fighter planes, tanks and mothers with push chairs to squash to oblivion. Nothing makes you feel better than a bit of mindless violence now and again, and that's exactly what you get in *The Muncher*.

The aim is to collect all the eggs that are hidden in some very odd places. Getting in your way are some very odd people who, for some reason, instead of trying to talk you out of destroying their city, seem to be on the hunt for a bit of lizard flesh. Bad move when the lizard is a couple of hundred times bigger than they are. But they're not totally ineffective – every time you're hit you lose a hit point. But every time you manage to gobble up a passer-by you gain a point. Run out of hit points and, as is the way with these games, you're dead. No hassle just load it again; we're sure you'll want to.

FULL GAME



The Muncher's here, better not 'Hanger around' (ouch).

He's eating everything in its path. Hurrah!

THE MUNCHER

CF
SIDE 2
POWERPACK
tape

NO LOAD ZONE!

If your tape isn't loading perhaps it's your tape heads. Have you tried using our dead smart tape head alignment program then? We tell you all about it on page 36. If you're still getting no joy, then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

CF27 Tape Replacement
Ablex Audio Video Ltd,
Harcourt Halesfield 14,
Telford
Shropshire TF7 4QD

DO NOT send the dead tape to us here at *Commodore Format*. We'll just use it to prop up Trenton's desk.

LOADMASTER

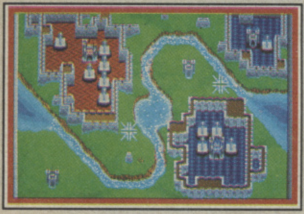
Loading problems? Maybe your heads need aligning. And that's just what Loadmaster helps you to do. Turn to page 36 to find out how to use this incredible tape head alignment program.

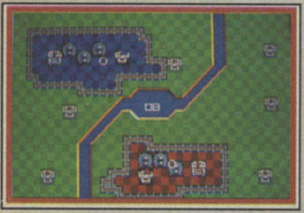
BINARY ZONE

Do you remember that excellent full price game on last months Power Pack, *Twin Tiger*? Did you think it was the best thing since sliced bread? If you liked it and want to see more of Binary Zone's huge PD collection, then send a large stamped addressed envelope (A5 or bigger) to the address below for a catalogue:

Binary Zone,
34 Portland Road,
Droitwitch,
Worcestershire WR9 7QW

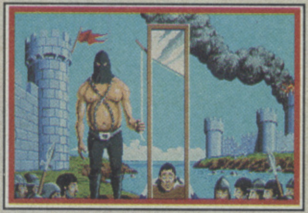
"It's Medi-EVIL!.."

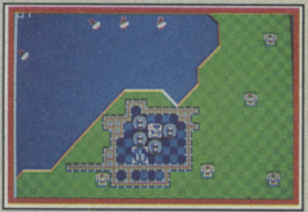




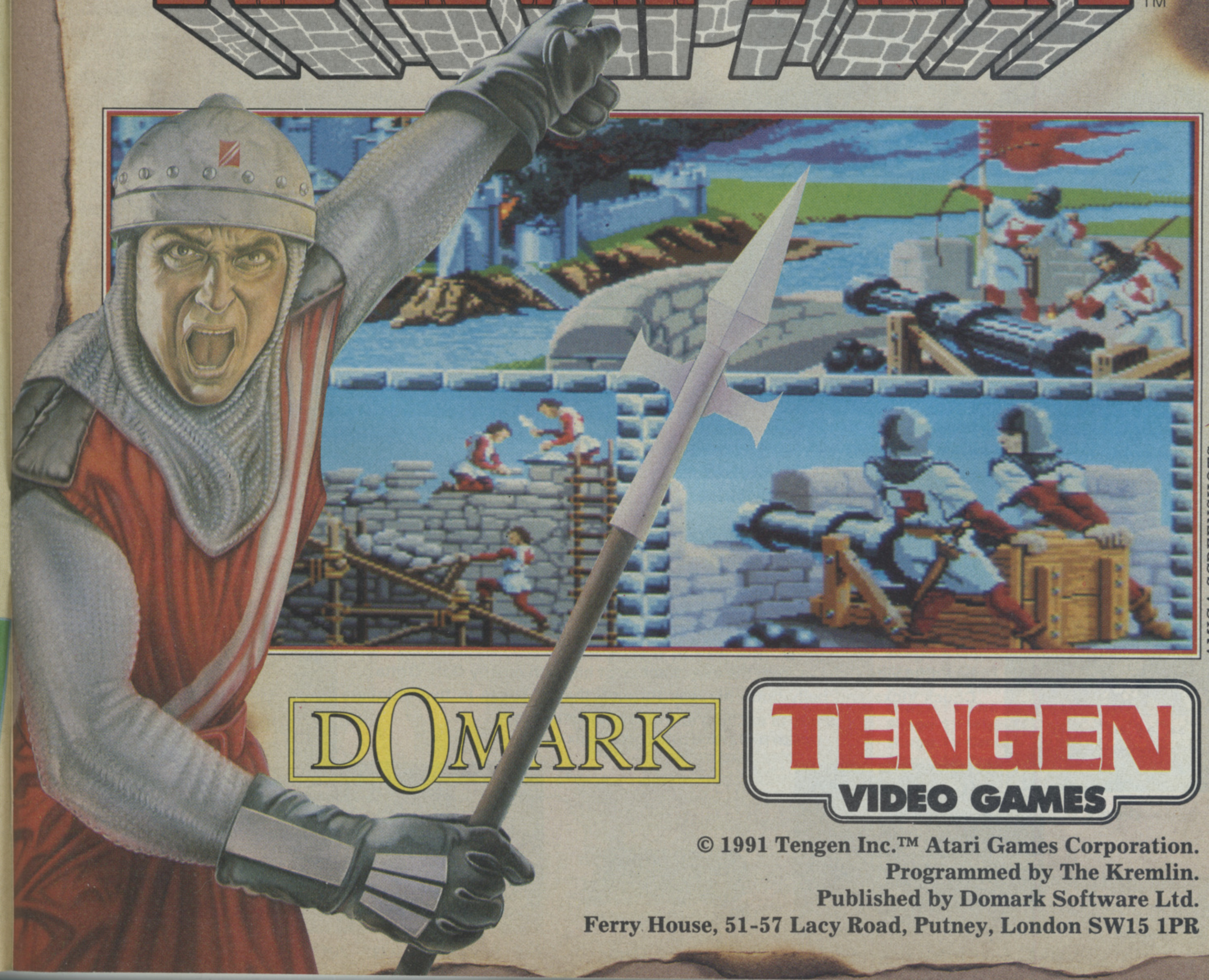
Combining the best of strategy puzzle games with dynamic action in a medieval battleground, Rampart allows multiplayer competition in a race against the clock. So fortify your castles, place your cannons and prepare for all out battle!

Available on: Amiga • Atari ST
CBM 64 Cass • CBM 64 Disc





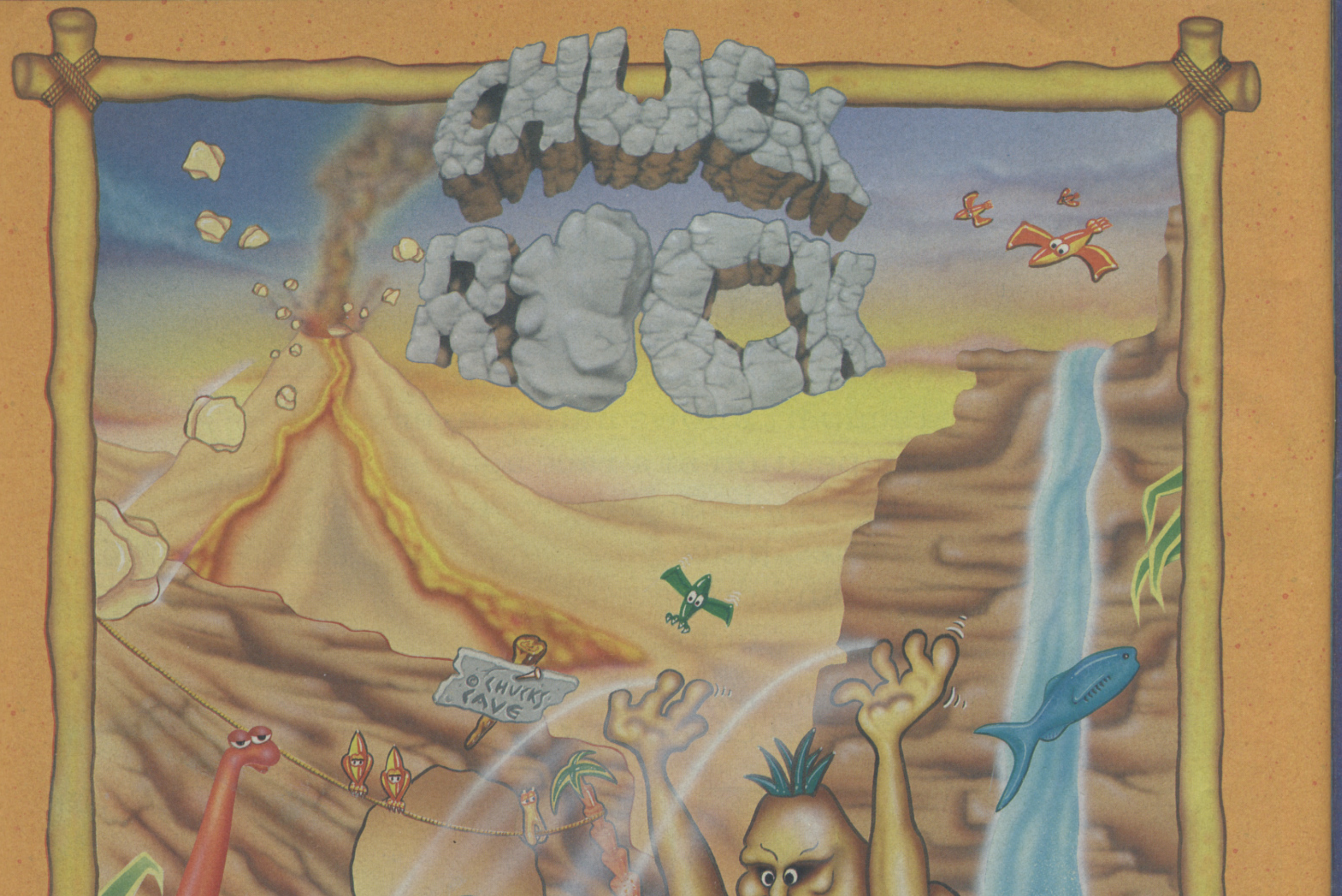
RAMPART™



DOMARK

TENGEN
VIDEO GAMES

© 1991 Tengen Inc.™ Atari Games Corporation.
Programmed by The Kremlin.
Published by Domark Software Ltd.
Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR



Chuck Rock certainly lives up to his name as he chucks rocks at anything in his path on his way to rescue his beautiful wife Ophelia from the evil clutches of his arch enemy Gary Gritta. Chuck kicks and belly-butts his way through the 25 Zones in five unique areas of exciting and addictive gameplay.

SCREEN SHOTS FROM COMMODORE AMIGA VERSION

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Andy Roberts' Gamebusters

ACTION REPLAY POKES

INVINCIBILITY
POKE 10959,173
EASY INTERLUDES
POKE 49399,94
POKE 49416,50
POKE 49417,54
EASY 2ND SCUBA
POKE 15367,51
INFINITE TIME
POKE 52777,173

Hello and welcome to a somewhat different Gamebusters – a 13-page *Creatures 2* extravaganza, all in glorious technicolour. It is Christmas after all!

Why *Creatures 2*? Well, quite simply, it ranks as one of the greatest C64 games EVER and is still a firm fave with the *CF* crew.

There was no other way of doing the game justice, so we decided to give it the complete Gamebusters treatment. So across the next 13 pages you'll find the ultimate guide to the ultimate game. Every secret is revealed, every bonus point scored, every trick exploited. If you love *Creatures 2* (or even hate it because you can't crack it), you'll be amazed by what we have on offer. If you don't own the game – shame on you. Perhaps this will tempt you into buying the best game of '92!

It's been torture (*I can't believe you said that – Ed*) to put together, but the results are (hopefully) dead impressive. Many, many thanks to John and Steve Rowlands for their contributions, patience and long telephone conversations – this feature wouldn't have been possible without them. Enough of this idle banter, there are Fuzzies to save!

If it's cheats you're after, look no further than these tasty listings. Not only do they offer infinite lives, but you can also opt for invincibility, infinite time (interludes onlv) or a limit of three Fuzzies to save on every interlude. As if that weren't enough, we've also included the relevant Action Replay POKEs and the ever-so-clever cheat mode! Now there's absolutely no excuse for being naff!

TAPE LISTING

```
0  REM C2 CHEAT BY MARTIN PUGH
1  FOR X=537 TO 614:READ
   Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>8545 THEN PRINT "DATA
   ERROR":END
3  INPUT "INVINCIBILITY
   Y/N";A$:IF A$="Y" THEN
   POKE 601,141
4  INPUT "INFINITE
   TIME Y/N";B$:IF
   B$="Y" THEN POKE
   604,141
5  INPUT "EASY 2ND
   SCUBA
   Y/N";C$:IF
   C$="Y" THEN
   POKE 608,51
6  INPUT "EASY
   INTERLUDE
   Y/N";D$:IF D$="Y"
   THEN POKE 576,66
7  POKE 157,128:SYS 537
10 DATA 032,044,247,056,
   169,018,141,177
11 DATA 003,169,048,141,178,003,
   169,106
12 DATA 141,179,003,032,108,245,
   072,077
13 DATA 080,169,064,141,215,192,
   169,002
14 DATA 141,216,192,032,191,003,
   096,081
15 DATA 002,169,094,141,247,104,
   169,050
16 DATA 141,008,105,169,054,141,
   009,105
17 DATA 169,173,141,056,061,141,
   069,061
18 DATA 174,207,042,174,041,118,
   169,054
19 DATA 141,007,060,076,160,001
```

THE CHEAT MODE

On the title screen, wait for the credits screen to appear (the one with six dancing Fuzzies at the top). Wet your finger and quickly rub it across Joystick Port 1. A big picture of Maximus Mouse* will appear, waving his arms every time you rub your finger across the Port. Keep doing this until he turns grey – the Fuzzy fountain will start to flash and you can now start the game with infinite lives!

*Star of *Summer* and *Winter Camp.*

DISK VERSION

```
0  REM C2 DISK CHEAT BY WAZ
1 FOR X=50432 TO
  50521:READ
  Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>10930 THEN
  PRINT "DATA
  ERROR":END
3 INPUT "INVIN-
  CIBILITY
  Y/N";A$:IF
  A$="N" THEN POKE
  50495,238
4  INPUT "INFINITE TIME Y/N";B$:IF
   B$="N" THEN POKE 50490,32
5  INPUT "EASY 2ND SCUBA Y/N";C$:IF
   C$="N" THEN POKE 50500,54
6  INPUT "EASY INTERLUDE Y/N";D$
7  IF D$="N" THEN FOR X=50504 TO
   50518:POKE X,234:NEXT
8 PRINT CHR$(147);
  "INSERT DISK & PRESS
  A KEY"
9  POKE 198, 0:WAIT
   198,1:SYS 50432
10 DATA 169,001,
   168,162,008,
   032,186,255
11 DATA 169,001,
   162,038,160,
   197,032,189
12 DATA 255,169,
   000,032,213,
   255,169,039
13 DATA 141,043,
   195,169,197,141,
   044,195
14   DATA 076,064,194,
   087,065,090,050,169
15 DATA 052,141,253,084,169,197,
   141,254
16 DATA 084,076,237,082,169,000,
   141,079
17 DATA 061,169,173,141,041,118,
   169,173
18 DATA 141,207,042,169,051,141,
   007,060
19 DATA 169,094,141,247,104,169,
   050,141
20 DATA 008,105,169,054,141,009,
   105,076
21 DATA 144,001
```

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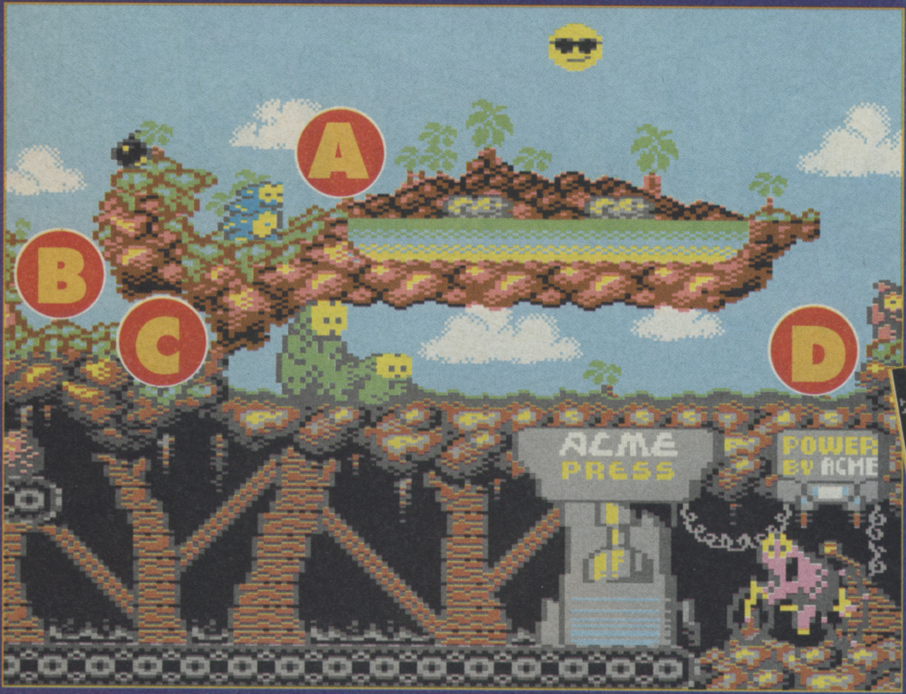
* Interlude levels

STAGE 1 – PRESSED FOR TIME



Despite being the first torture screen in the game, Pressed For Time can be quite a struggle to complete, but once you've learnt the firing patterns it's a cinch. From the start: jump up on to the platform above, taking care to avoid the bullet that Ziggy fires. Now jump across the floating platforms, timing your jumps so that you

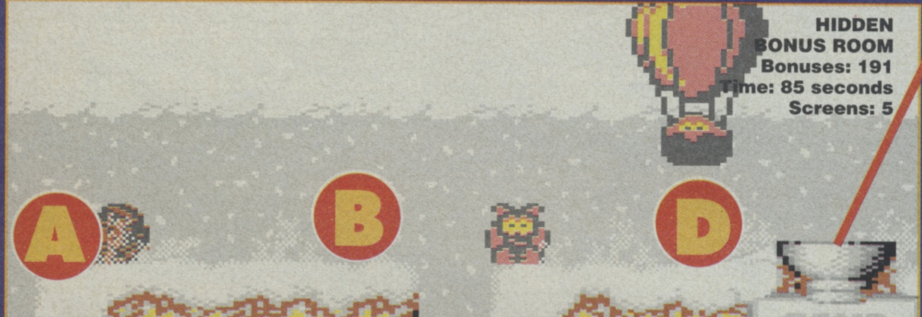
BOMB
Points: 55
This must be detonated at point C to blast a hole in the ground.

TWIN TERRORS
Points: 180
Hit count: 21
This nasty duo remains completely still until Clyde drops down to their level, then they take turns to fire bullets at him.

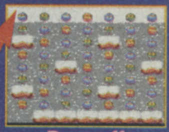
EDDIE
Points: 145
Hit count: 6 (at the lever)
Eddie's pedalling powers the ACME Press and Conveyor belt, so you must stop him so that you can complete the screen. You do this by hitting the lever behind him.

ZIGGY
Points: 50
Hit count: 11
A rather energetic chap, Ziggy continually leaps into the air firing rather lethal bullets. When killed he leaves behind a potion that gives you access to your WIBBLER weapon.

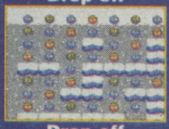
STAGE 3 – IT'S SNOW PROBLEM



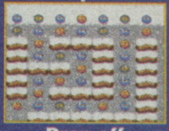
HIDDEN BONUS ROOM
Bonuses: 191
Time: 85 seconds
Screens: 5



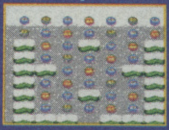
Drop off



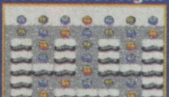
Drop off



Drop off



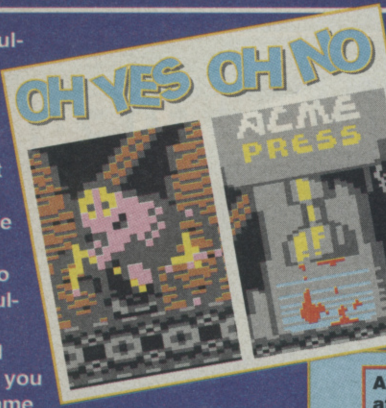
Hold left or right



Ironically, this is much easier than the previous torture screen! From the start, jump left over the gap and walk up to point A. Face right and shoot the rock right to the edge of the gap (B). If it falls into the firey pit, you'll have to restart the screen. Wait at point A until Chuck the balloonist gets near. When the bird (Squawk) reaches point C and begins to move right, drop down the Hot Dog chute. With any luck, you'll land on Squawk's head, so waggle the joystick left and right to fly up the screen.

When you reach the top, walk left a little and shoot the rock as far right as possible. Avoiding Chuck, stand at point D, face right, and use a large flame on the snowball to push it into the ACME Snowball machine. If you stand still too long, Chuck will throw a snowball at Clyde, so keep moving left and right until it's safe.

When the rock drops out of the machine, it will squash Shorty in a spectacular spray of blood - but there's more. Drop into the snowball machine and walk off the right hand side of the screen to enter the HIDDEN BONUS ROOM! Collect as many of the NODDING heads as possible, then drop off the bottom of the screen to get to the next leap over the bullets as well (ie, jump when Ziggy fires). When you reach point A, fire a large flame to dispose of him, but be ready to jump to avoid further bullets. Make sure you don't stand too close when you fire the large flame – you might accidentally ignite the bomb!



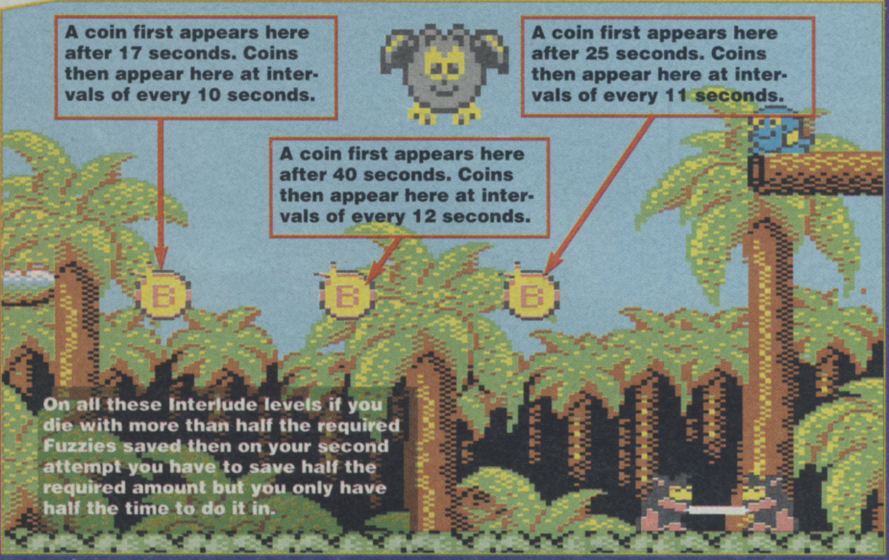
When Ziggy is dead, collect the POTION he leaves behind to get the WIBBLER weapon. Now shoot at the bomb to knock it down to the left-hand side of the screen, then make your way to point B. Use the large flame on the bomb to ignite it, then shoot it to knock it down to point C – it will blast a hole in the scenery, allowing Clyde to descend later.

Make your way back to the starting platform and select the WIBBLER weapon. Drop down to point D and shoot at the Twin Terrors repeatedly – tap the joystick upwards to jump over the low bullets (the high ones aren't a problem). Stay as far right as possible until you have destroyed them then walk left and drop down the hole created by the bomb at point C. Stay on the left-hand side of the screen and shoot repeatedly at the Lever behind Eddie using the WIBBLER. After six hits Eddie will ride towards you on his bicycle, so make sure that you're ready jump over him. One down, 16 to go.

STAGE 2
FUNKY FOREST

FUZZIES TO SAVE: 8
TIME: 4 mins/2mins
EXTRA LIVES: 4
INITIAL COIN DELAYS: 17 - 40 - 25
DELAY BETWEEN COINS: 10 - 12 - 11

Confused? Check out the screenshot below.


A coin first appears here after 17 seconds. Coins then appear here at intervals of every 10 seconds.

A coin first appears here after 25 seconds. Coins then appear here at intervals of every 11 seconds.

A coin first appears here after 40 seconds. Coins then appear here at intervals of every 12 seconds.

On all these Interlude levels if you die with more than half the required Fuzzies saved then on your second attempt you have to save half the required amount but you only have half the time to do it in.

CHUCK
He takes a few moments to appear, but when he does, he causes mayhem (*plug, plug – The Apex Boyz*), following Clyde about and dropping snowballs on his head.

BONUS COIN
There are five of these. They allow experienced players to gain an extra life.

SQUAWK
Points: 75 (landing), 20 (top)
Provide transport and acts as a temporary platform.

ROCK
Points: 140
This must be pushed (somehow) into the ACME Snowball machine to squash Shorty.

SHORTY
Hit count: 1 large rock
Deceptively cute, he catches snowballs from the machine and drops them into the water (causing the water level to rise and so allowing Snapper to get even closer to the Fuzzy).

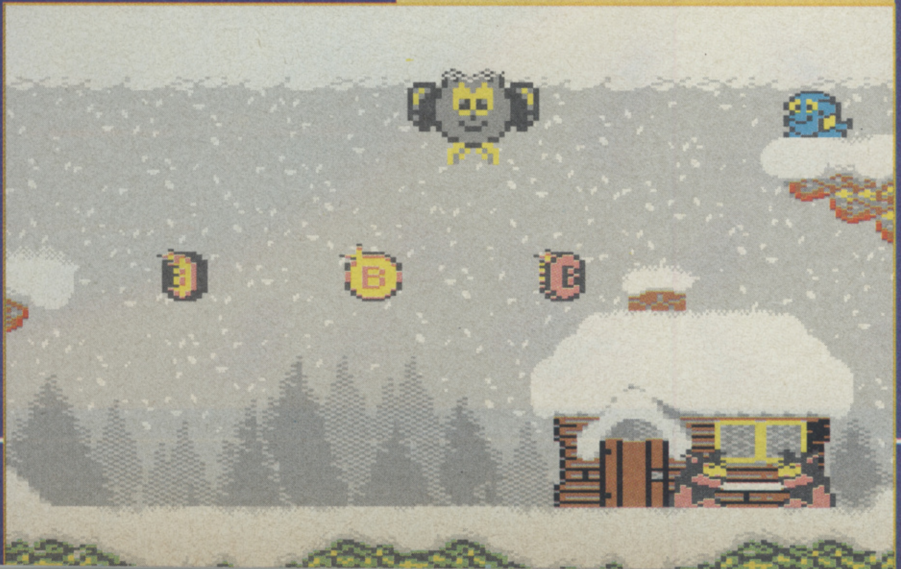
SNAPPER
This is the creature which eventually kills the poor Fuzzy, by biting him clean in half (which happens when the water has risen for the second time).

STAGE 4
FROZEN FROLICS

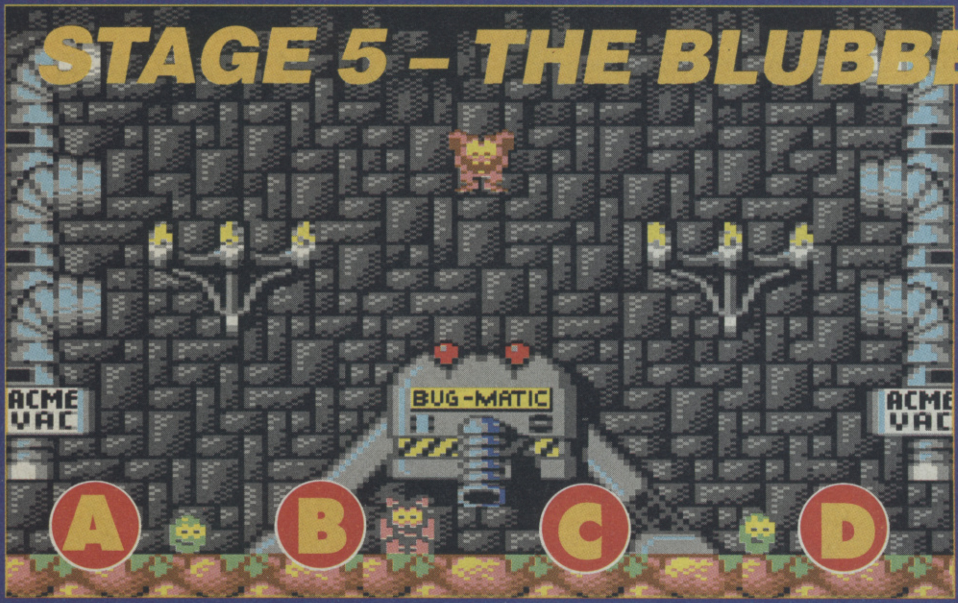
FUZZIES TO SAVE: 10/5
TIME: 2 mins 40 seconds/1min 20 seconds
EXTRA LIVES: 2
INITIAL COIN DELAYS: 30 - 20 - 10
DELAY BETWEEN COINS: 15 - 10 - 20

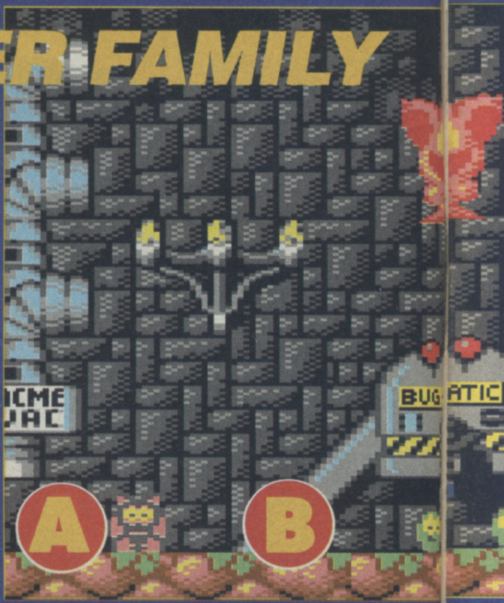
And what are we on about here? Nope it's not an order for Prawn Fried Rice at the local takeaway. It's a little bit of short hand that we're using for all the Interlude stages. It's explained above in Funky Forest (Stage 2), so check that out.

room. You'll automatically exit the room if you touch a shaking head or run out of time . If you collect every nodding head, an extra life is awarded. Experienced players can glean an extra life by repeatedly collecting the coins at the bottom of the Hot Dog chute (there are five in all).



STAGE 5 – THE BLUBBER FAMILY





DEMON 1
Points: 225
Hits to kill: 6
Comments: This is quite a slow demon, and as a result is pretty easy to hit (and subsequently kill). It roams left and right around the screen, dropping bullets between A-B and C-D, as well as dropping a bullet in the centre of the screen at the end of its movement sequence. He shouldn't cause you too many problems.

DEMON 2
Points: 325
Hits to kill: 10
Comments: Although this one is much easier to hit than his smaller counter-

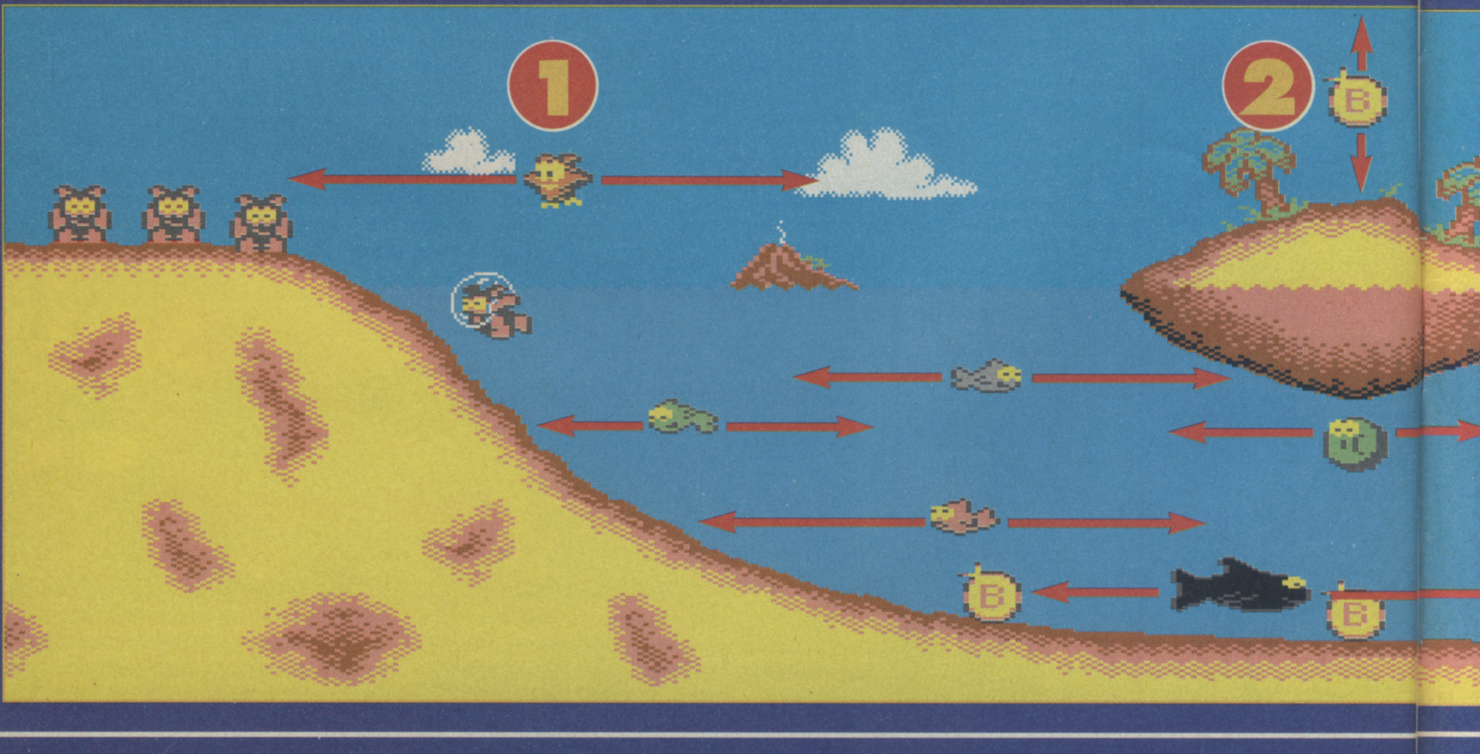
STAGE 6 – ISLAND HOPPIN' 1

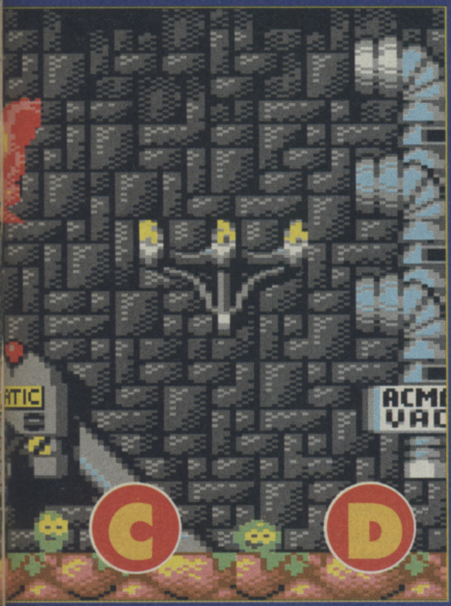
1 Wait until the first Hoot goes right, then pick up the Fuzzy. Carry him right across the first Island (the fish isn't a problem if you stay near the water surface). Press fire to make the Fuzzy cross the island, then swim underneath to the right-hand side.

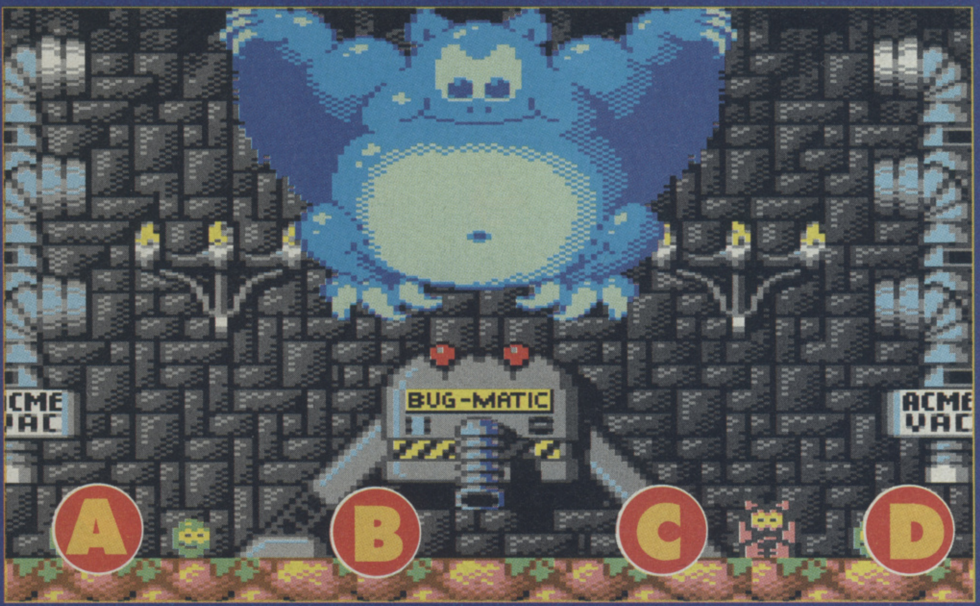
2 Avoid any creatures that are lurking beneath the water, swim to the surface and collect the Fuzzy. Move right a little and wait for the Puffer to sink then swim quickly past him. Move towards the next island and drop the Fuzzy when the Hoot moves left.

3 Swim carefully to the right-hand side of the island (timing your movement between Fishy and Treadwater Ted), then pick up the Fuzzy when the Hoot moves left. Now drop off the Fuzzy on the right of the level and go back for the other two.

FUZZIES TO SAVE: 3 POINTS PER FUZZY: 350

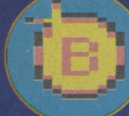




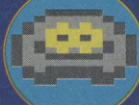


part, he moves much faster and fires more frequently (between points A-B, B-C, and C-D). The safest method is to run back and forth across the screen in the opposite direction (ie, when he's moving left, you run right).

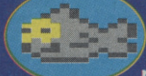
DEMON 3
Points: 475
Hits to kill: 16
Extra Weapon: CURLY WURLY
Comments: The first big demon you'll encounter, this one is a bit tricky, as only hits above the shoulders count. In other words, don't fire any bugs through the bottom pipe, as the hits won't have any effect. The safest way to tackle this chap is to stand between his feet, following him left and right as he moves. When killed, he leaves behind the CURLY WURLY weapon.



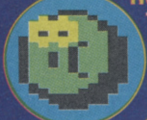
BONUS COIN
Guess what? Pick these things up these for fabby extra points. What a revolutionary idea!



PUFFY
The trickiest beast on the level, he moves up and down. Accurate timing is needed to get past unscathed.

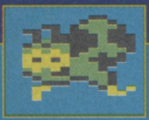


LITTLE FISHIES
Fairly docile, these swim along set routes. You CAN afford to wait around, so don't risk trying to rush past them.

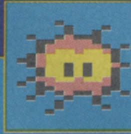


HUFFY
This little windbag isn't really a problem as he spends all his time moving back and forth (so you don't even have to dodge him).

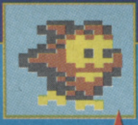
TREADWATER TED
Similar to the fish, it wanders back and forth along a fixed route. However, it's faster and much more uncontrollable.



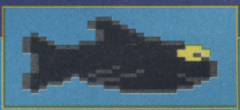
SPIKEY
This only appears once in the entire game, and its only purpose is to get in the way. And it does a pretty good job.

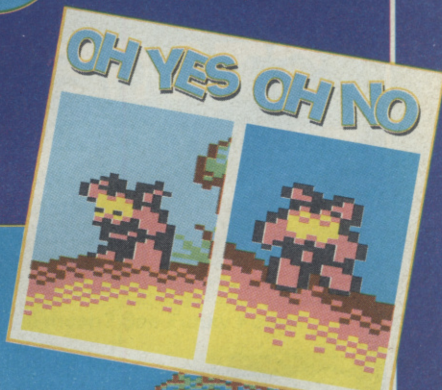


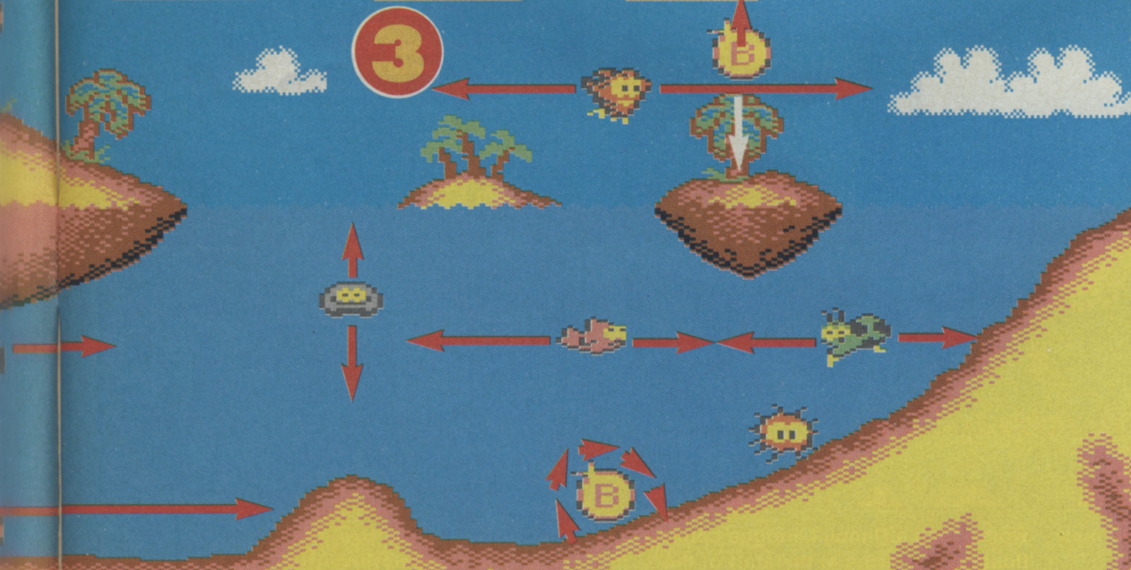
HOOT
These don't affect Clyde directly – it's the poor Fuzzies he has it in for, so watch out for him, especially when he's leaping.



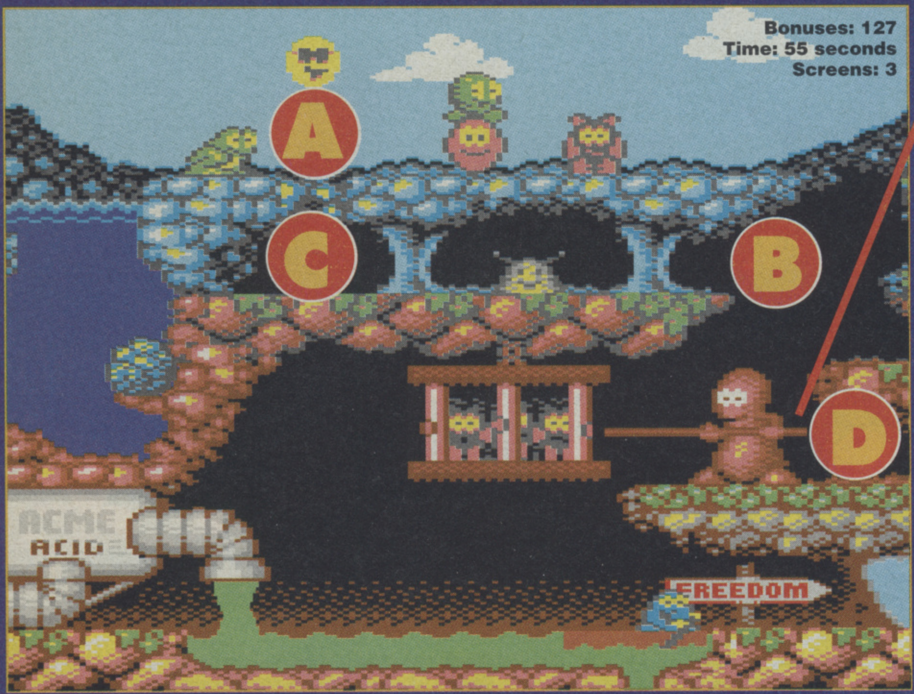
DEREK
A menacing fellow who lurks at the bottom of the sea. You'll only have to avoid him if you try to collect the bonus coins.

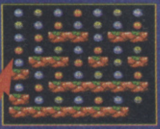


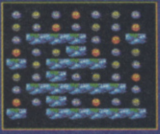




STAGE 7 – ACID ANTICS




Drop off

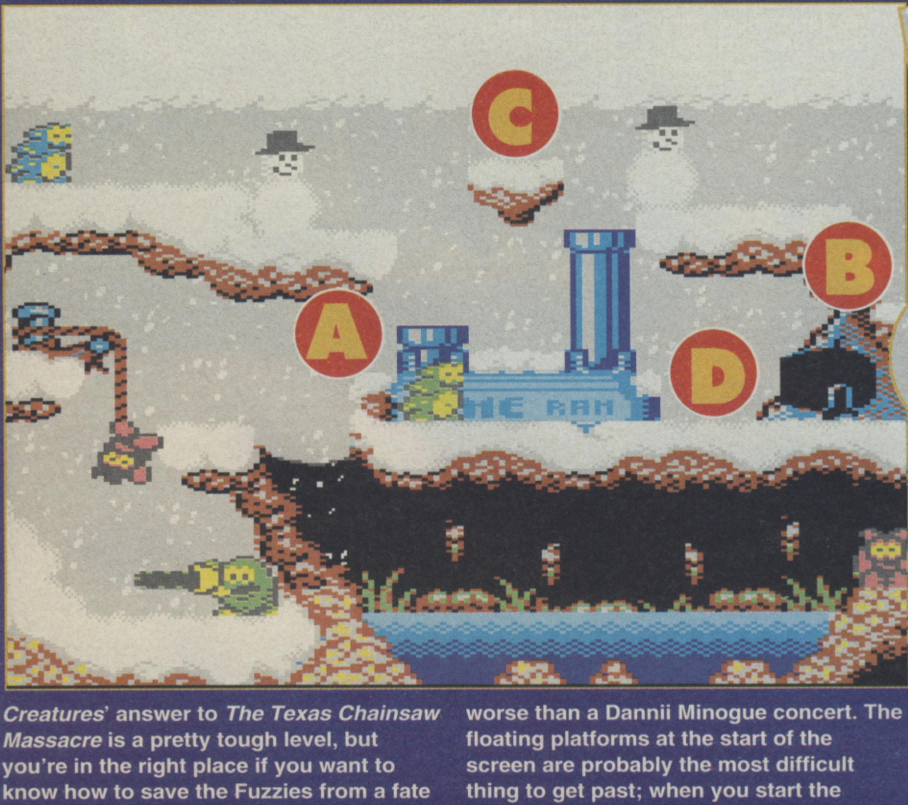

Hold left

The guy on the raft (Little Bob) mirrors Clyde's movements – when Clyde moves left, Bob moves left. His purpose is to catch any fuzzies that prod out of the cage.

From the start: Quickly walk up to Smudge the frog and shoot him a couple of times to knock him into the water, then stand and wait at point 'A'. When Mad Max has knocked a Fuzzy on to the raft (he'll wink just before he does this), jump carefully over Flob & Blob and head for point B. Stand on this platform and flame Squidgy a couple of times, then nip back to point A before Mad Max prods a fuzzy into the acid (if Clyde isn't on the left of the screen, the fuzzy will fall into the acid). Repeat this process until Squidgy is dead.

Collect the potion which Squidgy leaves behind to gain the MEGA DROOPY weapon, then go to point C and headbutt the above platform five times to destroy it (you can now stand at point C whenever Max prods a fuzzy – it's perfectly safe!). Once the platform has disintegrated, wait until another Fuzzy lands on the raft, then drop down to point D – Smudge will move down and pick up the rock, so move back up to point C. When Flob & Blob move right, jump up through the gap. Smudge will throw the rock through the gap. Now switch to the MEGA DROOPY weapon, drop on to the rock, then shoot it a couple

STAGE 9 – MEET MR CHAINSAW



Creatures' answer to *The Texas Chainsaw Massacre* is a pretty tough level, but you're in the right place if you want to know how to save the Fuzzies from a fate worse than a Dannii Minogue concert. The floating platforms at the start of the screen are probably the most difficult thing to get past; when you start the screen, wait until the nearest platform has risen for the third time, then quickly make your way across. Now jump up to point A and wait until Wiggy jumps forward. Jump

MR CHAINSAW
This blood-thirsty maniac is responsible for the Fuzzy's demise, starting his onslaught when the Fuzzy drops into his pit.

FROSTY
Points: 100 (each)
Hit count: 8 (each)
Once killed, these chaps leave behind huge snowballs, which must be pushed on to the ACME Ram to squash Wiggy.

ZIGGY
Points: 75
Hit count: 4
Unlike his previous incarnation, this Ziggy merely leaps around the top of the screen. You don't have to kill him, but he does leave behind a tasty ZOOMERANG potion.

WIGGY
Points: 100
Hit count: Big snowball
Wiggy creeps the cannon, then lights it when close enough – the cannonball knocks the Fuzzy down to his chainsaw doom.

MAD MAX
Points: 75
Hit count: 1 rock
Max prods Fuzzies out of the cage and into the acid... he must be stopped!

ROCK
Points: 15 (collect), 25 (throw)
This is the vital weapon you need to kill Max.

SMUDGE
Points: 25
Hits: 2
You need this toad to collect the rock from the bottom of the pool.

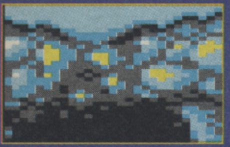
SQUIDGY
Points: 75
Hits: 185!
Stands between Clyde and the breakable platform. Leaves behind a potion.

FLOB & BLOB
Hit count: Impervious
You have to jump these two, and this require precision and skill.

LITTLE BOB
This guy follows Clyde left and right, and must be on the left to catch any falling Fuzzies.

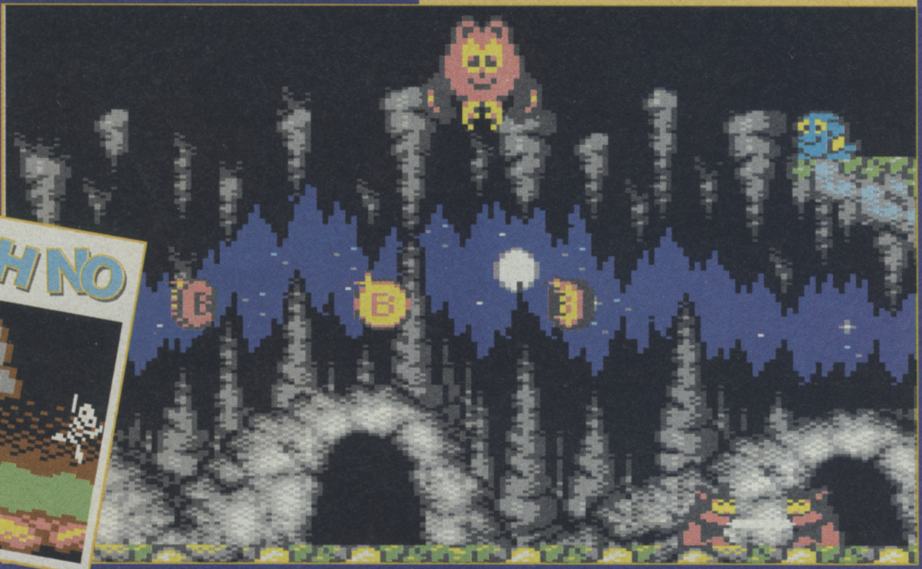
STAGE 8
CAVES OF SLIME

FUZZIES TO SAVE: 14/7
TIME: 3 mins/1min 30 seconds
EXTRA LIVES: 4
INITIAL COIN DELAYS: 01 - 02 - 03
DELAY BETWEEN COINS: 12 - 11 - 10
Baffled? Check out Funky Forest.



PLATFORM
Hit count: 5 headbutts
Clyde must headbutt this a number of times to clear a path for the boulder.

of times to move it across. All you have to now is push the rock right until it falls off the edge and cracks open Max's skull - but there's more. Drop down to point D and walk off the right side of the screen to enter a BONUS ROOM (tackle it in the same way as the previousone).



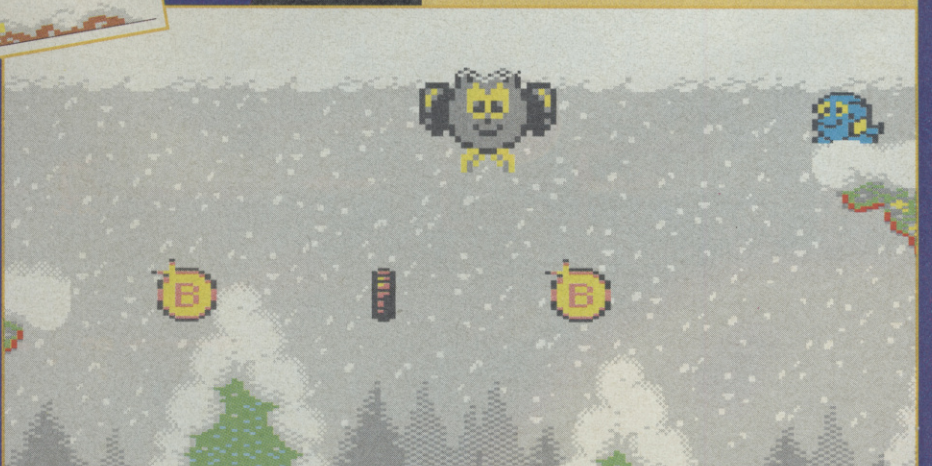
carefully over him, then rush to point D and shoot Wiggy back using the WIBBLER (keep an eye on this chap, because he's a persistant blighter– if he gets too near to the cannon, nip down and shoot him back).

Jump to point B and use the large-flame on the right Frosty to turn him into something that could be bottled up and sold in Sainsbury's as Creatures Spring Water. Next you need to wait until Ziggy (strangely bereft of any Spiders From Mars) reaches point C. Use the large-flame on him and collect the potion so that you can start using your ZOOMERANG weapon. Jump across to point C and large-flame the left Frosty into a pool of steaming H_20. Now jump left and shoot the snowball until it lands on the left-hand side of the ACME Ram.

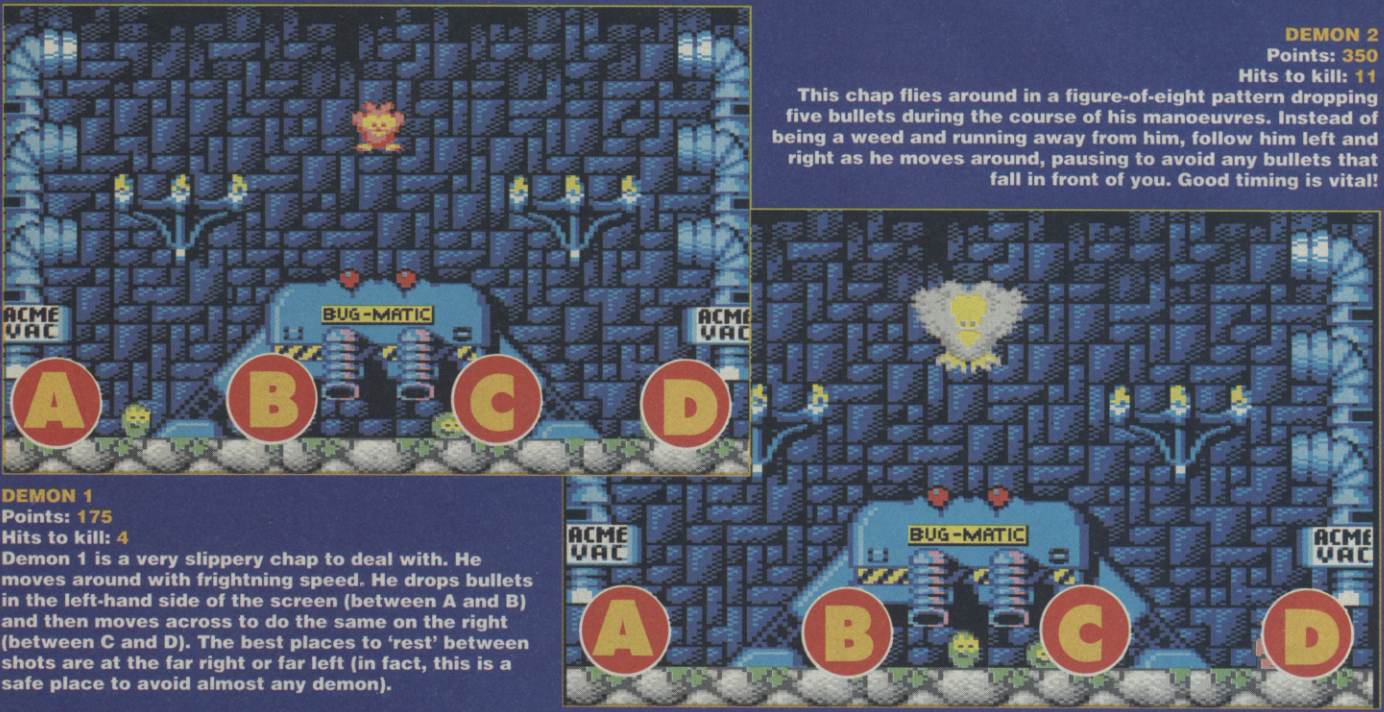
Jump back across to the other snowball and shoot it to the end of the platform. DON'T shoot it off yet... wait until Wiggy lands at point D, then knock the snowball off – it will catapult the other snowball into the air... and down on to Wiggy. Yeurgh!

STAGE 10
SHIVERING STUNTS

FUZZIES TO SAVE: 16/8
TIME: 4 mins / 2 mins
EXTRA LIVES: 3
INITIAL COIN DELAYS: 35 - 30 - 35
DELAY BETWEEN COINS: 30 - 20 - 30
What does it all mean? See Funky Forest.



STAGE 11 – THE PHOENIX FAMILY



DEMON 2
Points: 350
Hits to kill: 11
This chap flies around in a figure-of-eight pattern dropping five bullets during the course of his manoeuvres. Instead of being a weed and running away from him, follow him left and right as he moves around, pausing to avoid any bullets that fall in front of you. Good timing is vital!

DEMON 1
Points: 175
Hits to kill: 4
Demon 1 is a very slippery chap to deal with. He moves around with frightning speed. He drops bullets in the left-hand side of the screen (between A and B) and then moves across to do the same on the right (between C and D). The best places to 'rest' between shots are at the far right or far left (in fact, this is a safe place to avoid almost any demon).

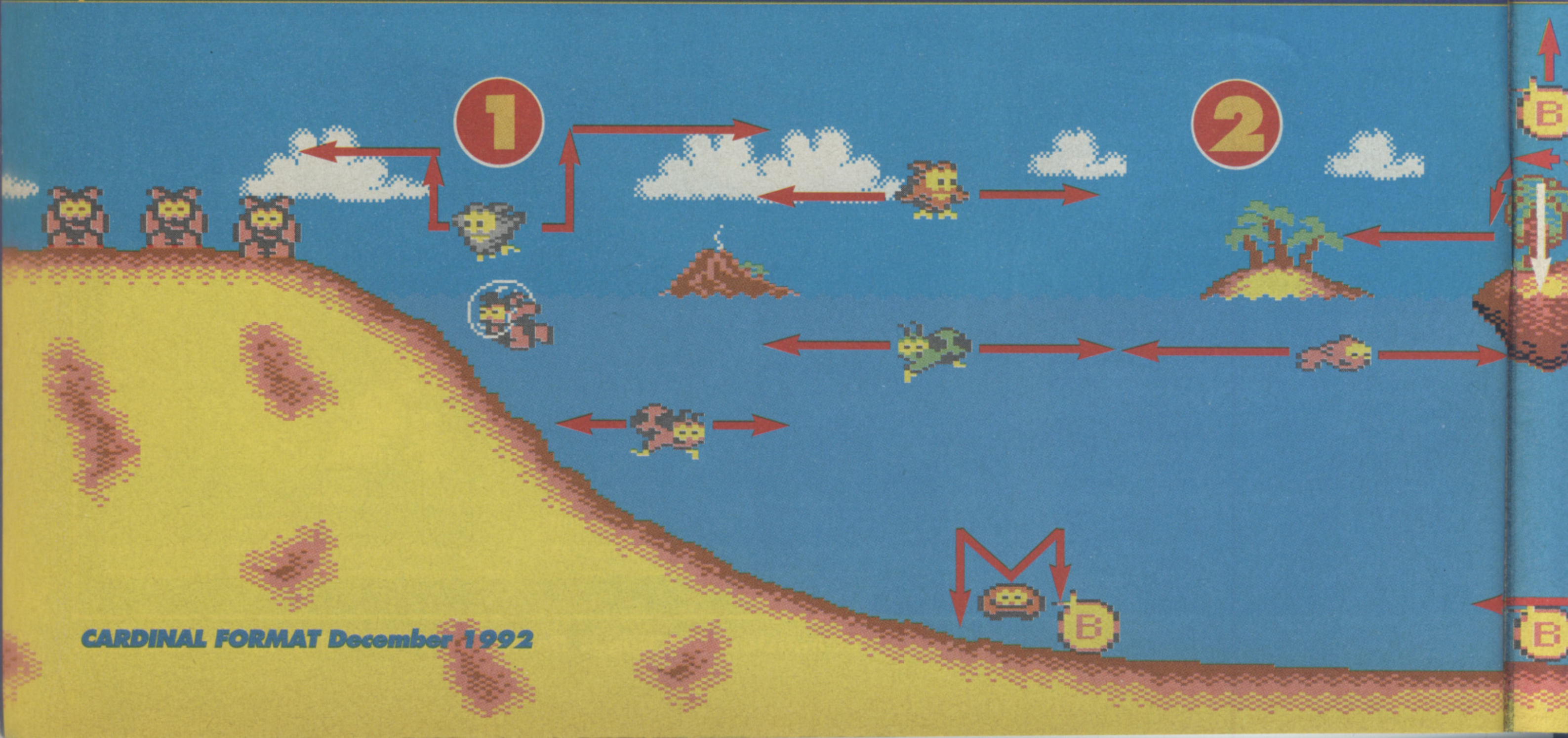
STAGE 12 – ISLAND HOPPIN' 2

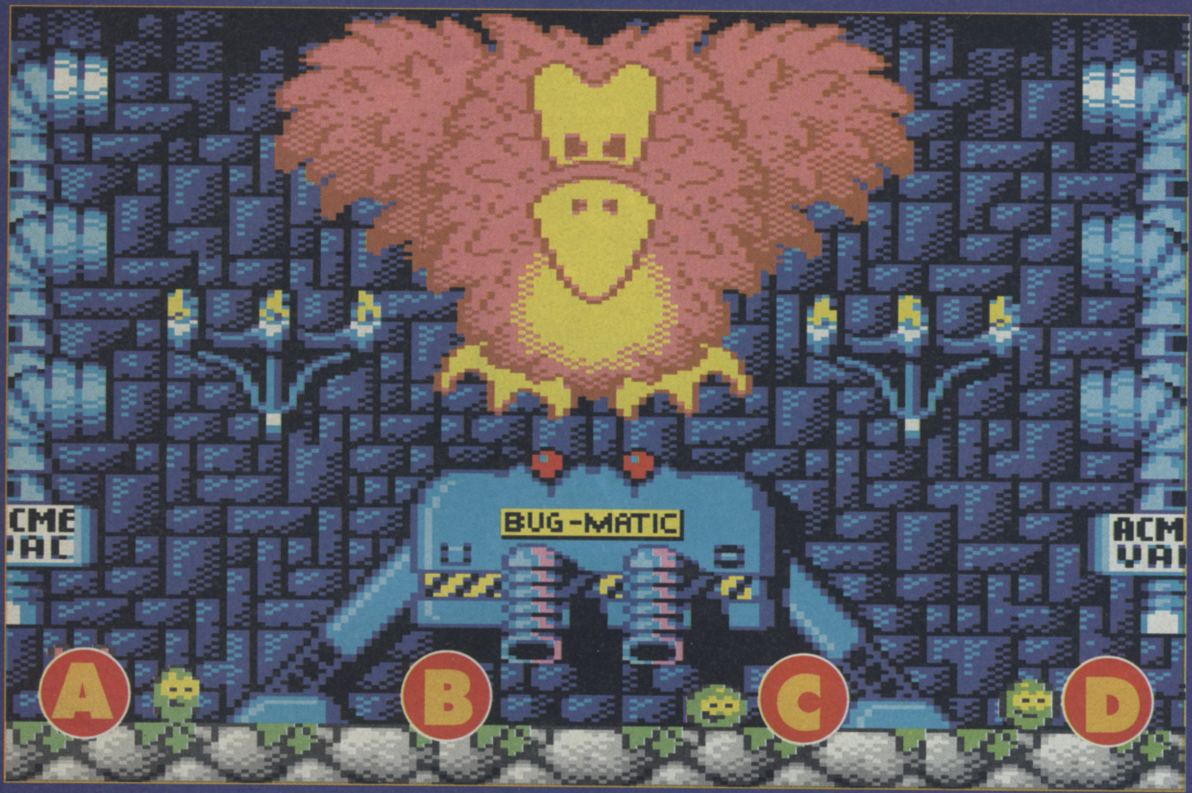
1 Wait until the first Hoot moves right, then pick up a Fuzzy – move right until the Fuzzy's ear is next to the volcano's smoke. When Treadwater Ted moves right, follow him, then drop underwater (leaving the Fuzzy stranded) as he turns. As he moves left, collect the Fuzzy and move right a little – there's a safe area between Ted and Fishy.

2 As soon as the third Hoot moves right, follow the Fishy right, then drop underwater (as before) when he turns to head left. Quickly collect the Fuzzy, drop him on the island and press fire (otherwise the Hoot will hit him). Move to the right of the island and collect the Fuzzy when the Hoot moves left (you'll have to avoid the Puffer).

3 Now drop the Fuzzy on the next island and press fire when the next Hoot is at the far left of the island. Swim underneath the island. Wait until Derek the shark moves left at the same time that Huffy moves down and swim through the gap. Collect the Fuzzy when it is safe to do so and drop him at the right-hand side of the level. One down and five to go!

FUZZIES TO SAVE: 6 POINTS PER FUZZY: 350





DEMON 3
Points: 475
Hits to kill: 16
Extra Weapon: FALL UP

It might be the best-looking demon, but this is where the troubles really start – no room for cowards here! The attack pattern is rather vicious; first it moves across the top of the screen dropping bulltes in its wake (at A, B, C and D), then it swoops across the bottom of the screen dropping dozens of bullets. Stay at either side of the screen, then rush into the middle as he swoops away from you. Head back to the other side of the screen and repeat the process. When killed, he leaves behind the handy FALL UP weapon.

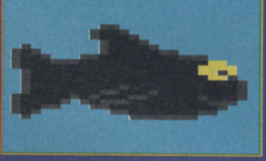
HOOTS
Similar to their earlier counterparts, they only pose a threat to the Fuzzy (as opposed to Clyde). But keep your eye on them.

HUFFY
On this level he moves diagonally back and forth. He's difficult to get past so only go for the bonus if you're sure you can make it.

TREADWATER TED
Much the same as before, except for the one near the surface of the water – you'll have to swim around him instead of over.

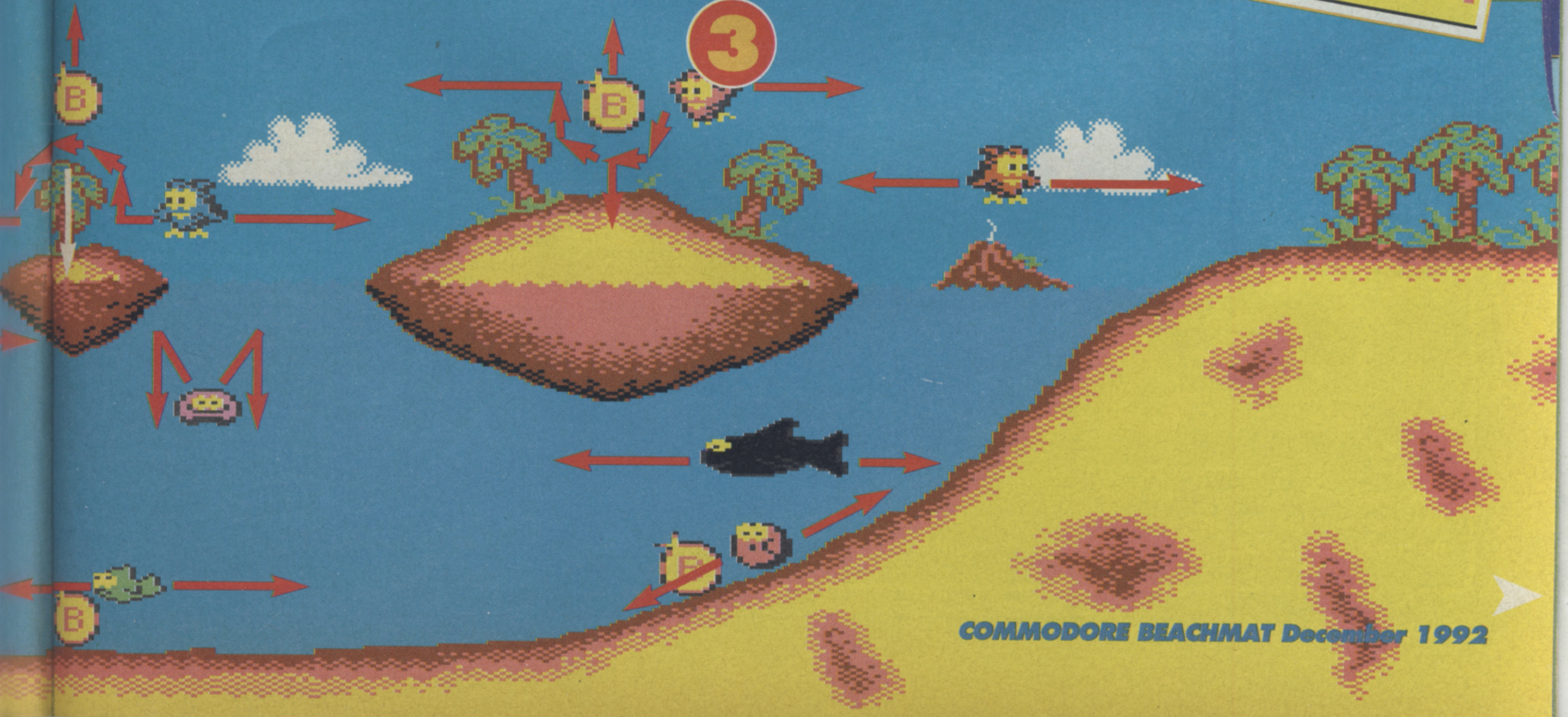
PUFFY
Tricky blighters, these. The one between the two islands is difficult to avoid, the other guards a coin – don't risk a life to get it!

LITTLE FISHY
These, too, roam back and forth along set patterns, and only the top one is difficult to avoid (similar to Treadwater Ted).

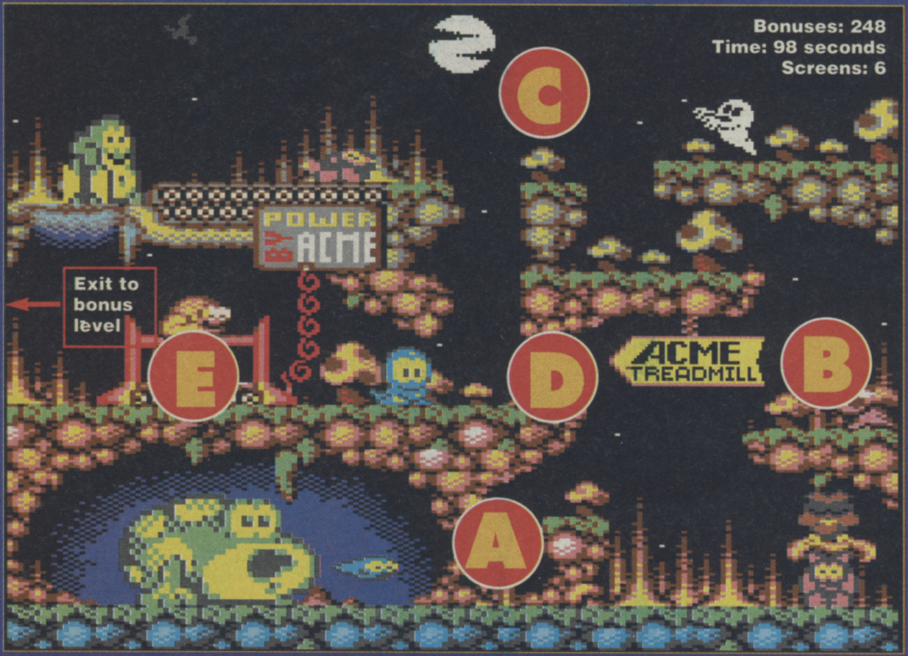


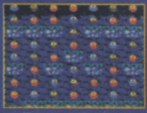
DEREK
Although he only swims back and forth , this time he obstructs the final part of the level. Again, observe the movement patterns before you make a move.

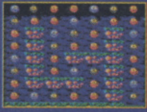
BONUS COIN
Yep, these handy little items make another appearance! They're tempting to go to it be be sure you're up to the task.



STAGE 13 – CREEPY CHAOS




Drop down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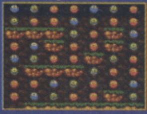
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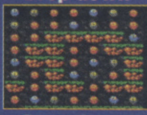
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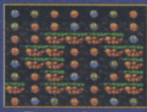
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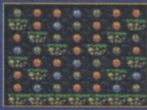
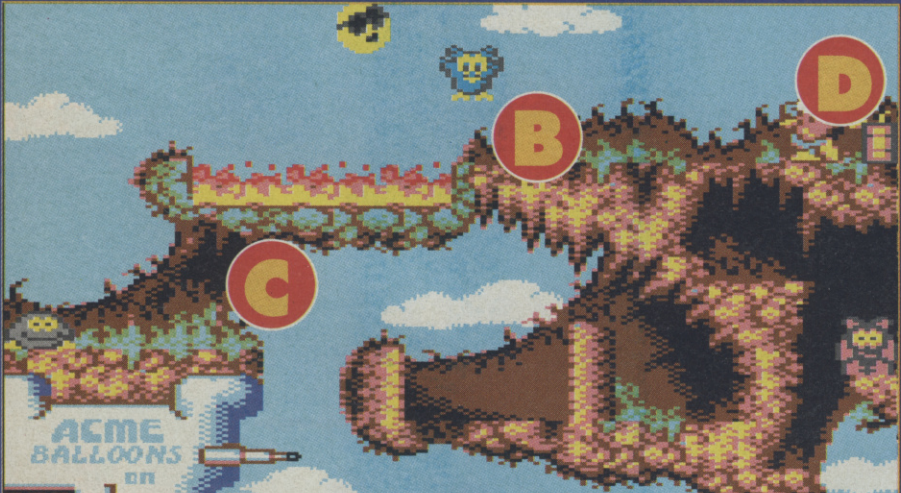


From the start: switch to the WIBBLER weapon, and go to point A. You'll have to fire repeatedly at Jumbo while jumping his bullets (use much the same tactics as with the Twin Terrors). When he starts to retreat, rush towards him and pelt him with your large-flame as much as possible for a HUGE points bonus. Once he's gone, collect the potion to get the MEGA FALL UP, then shoot the Bird Seed as far right as possible (until it's below the ACME Treadmill sign). Now shoot Squeak, who will begin to eat the seed. Jump on to his head then wiggle the joystick left and right to move upwards. Get off at point B and make your way up to point C.

Dodge any lightning bolts that Peek-a-Boo fires (he'll flash beforehand), then fall down to point D when he gets very close. With any luck, he'll follow you down and frighten Big E. Select the MEGA FALL UP weapon, then stand at point E and shoot the platform below Mr Chopper. After five hits he will fall down and begin to dismember Fitness Freddy.

Quickly walk off the left-hand side of the screen to enter another HIDDEN BONUS ROOM - tackle it like the previous two.

STAGE 15 – BALLOONACY



MR BARBEQUE
Although this little chap is responsible for the death of the Fuzzy, he cannot be killed – you'll have to put out the fire instead.

SQUEAL
Hit count: 1
This creature has two purposes on this screen. Apart from pecking things to death, it will also carry Clyde safely across the fiery pit.

BIG E
Points: 50
Hits: 20
Unlike his predecessor, this Big E one can be killed (and he leaves behind a potion, too).

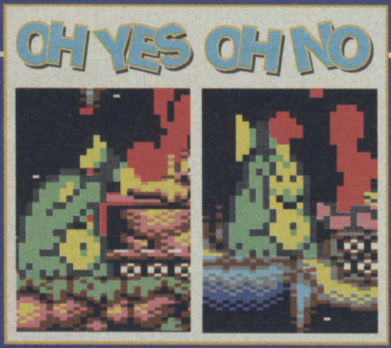
TNT
Points: 15
This has to be ignited using your flame and knocked into the water pit to extinguish the fire below the Fuzzy.

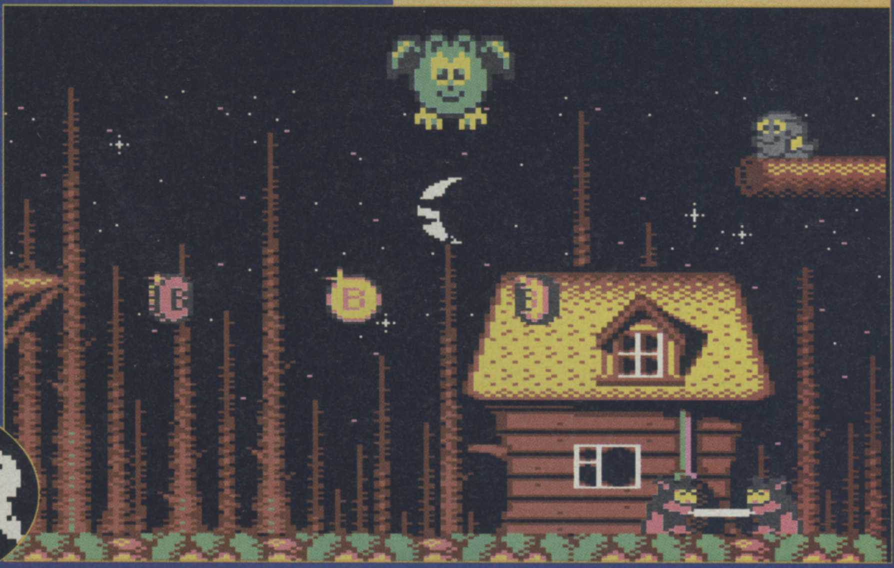
SLEEPY SAM
Points: 25
Hits: 1
The purpose of this chap is to get in the way. He cannot be killed but will fall asleep for a few seconds when shot.

From the start: Drop down from the platform and walk to point A, remembering to jump over the fire. Use a large-flame on Big E, then collect the potion to gain the SUPER ZOOMERANG weapon. Jump over the switch on the ACME Balloons machine to turn it on, then head up to point B and wait for the bird (Squeal) to

STAGE 14
FOREST OF GATEAU

FUZZIES TO SAVE: 18/9
TIME: 4 mins 40 seconds/2 mins 20 seconds
EXTRA LIVES: 6
INITIAL COIN DELAYS: 59 - 58 - 60
DELAY BETWEEN COINS: 02 - 08 - 08





JUMBO
Points: 100
Hit count: 10
Although he looks quite menacing, Old Jimbo is a bit of a wimp (but his bullets are still deadly). He leaves behind some Bird Seed and a potion when killed.

FITNESS FREDDY
He powers the conveyor belt so must be stopped. Do this by shooting the platform below Mr Chopper.

SQUEAK
Points: 50 (eat), 50 (top)
This is Clyde's only way of reaching the top of the screen – knock the Bird Seed into position, then shoot him to wake him up and hitch a lift.

BIG E
Points: 75
Hits: Indestructible.
You have to scare him away using Peek-A-Boo.

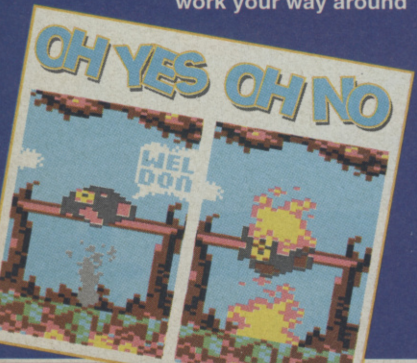
MR CHOPPER
A rather insane axe-wielder-type, Mr Chopper will dice anything up for a laugh (in this case the Fuzzy).

PEEK-A-BOO
This chap (ex-chap?) floats around the top of the screen. If Clyde is hit by his lightening bolts he'll get transformed into a cute frog.

SMUG
Points: 75
Hit count: 1 angry bird
Smug cannot be killed by Clyde – the only way to dispose of him is to shoot Squeal (who will the peck him to death).

pick you up. When he does, waggle the joystick left and right to get across the firey pit. Once across, select the FALL UP weapon and drop down to point C. Shoot Sleepy Sam to keep him quiet, then face right and shoot the balloons towards the spikes – they will burst and fill the pit below with water. If Sleepy Sam wakes up, shoot him quickly to send him to sleep again. Eight balloons are required to fill the pit. If you run out, drop down and switch on the machine again, then work your way around to point C again. When enough balloons have been burst, the machine shuts down permanently.

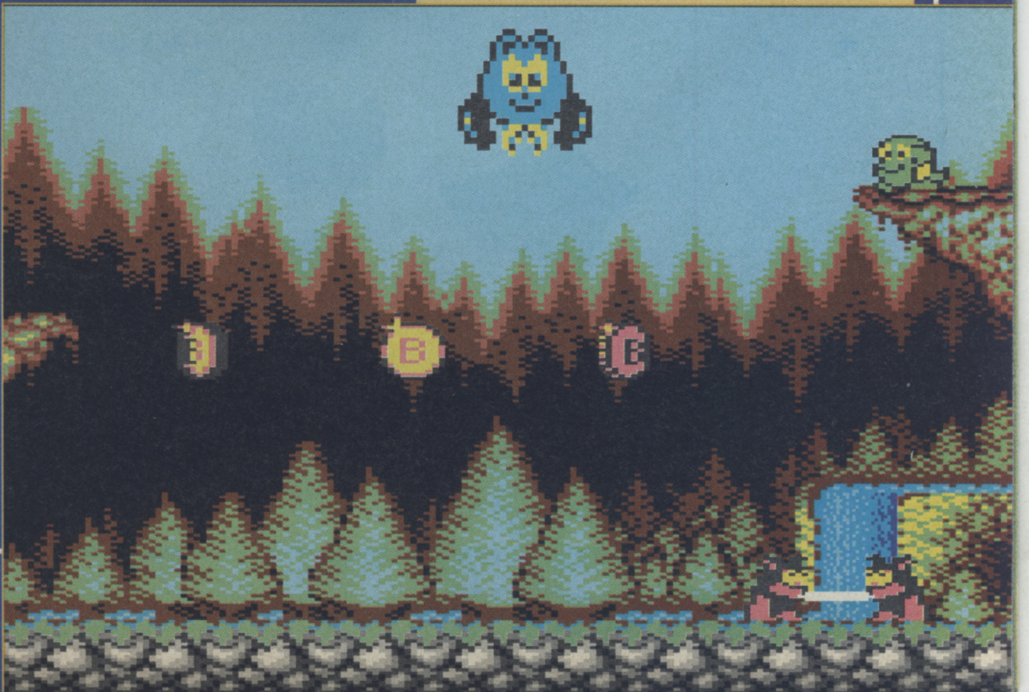
Now go up to the top of the screen and shoot Squeal. He will then fly across and kill Smug, enabling you to get to the TNT. Shoot the TNT left until it reaches point B. Use your large-flame on the TNT to light it, then knock it off into the water pit. It should then explode, allowing the water to seep out and extinguish the fire. Blue Watch couldn't have done better!



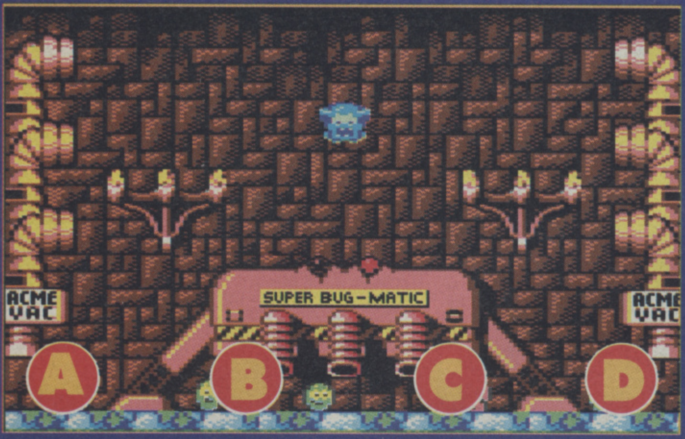
STAGE 16
WATERY FALLS

FUZZIES TO SAVE: 20/10
TIME: 5 mins/2 mins 30 seconds
EXTRA LIVES: 6
INITIAL COIN DELAYS: 02 - 02 - 02
DELAY BETWEEN COINS: 08 - 08 - 08

Got the hang of this bit yet? Nope? Then go back to Funky Forest for a refresher course.

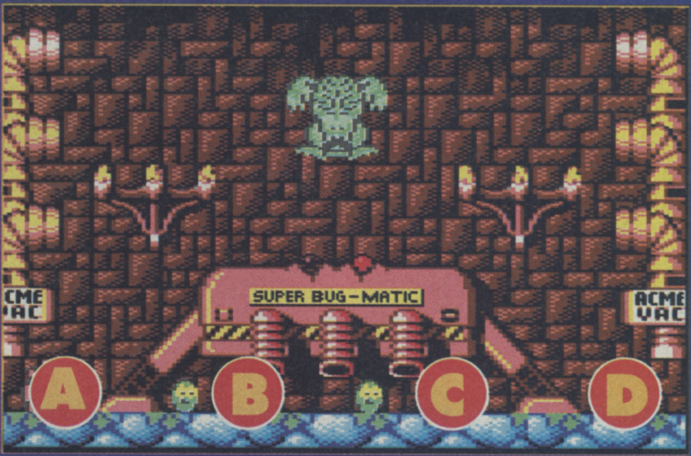


STAGE 17 – THE HEINOUS FAMILY



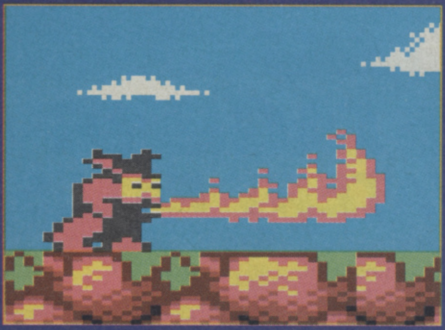
DEMON 1
Points: 250
Hits to kill: 7
Apart from the final beast, this is the trickiest demon; fast, furious and abundantly armed (firing at A, B and C, then D, C and B). Though its flight pattern is straightforward, it's difficult to get to the centre of the screen to kick some bugs. Stay on one side of the screen, then follow him as he moves away from you. As he moves back, return to the side you came from.

DEMON 2
Points: 375
Hits to kill: 12
Surprisingly, this angry little blighter is incredibly easy to kill (probably owing to the simple attack pattern). Stay at the far left of the screen, then rush out and kick some bugs as he moves right. As he moves left again, rush back to the left-hand side and repeat the process.



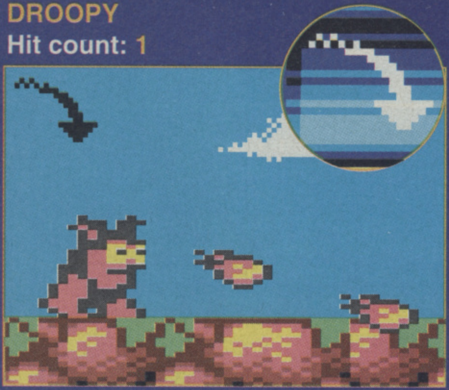
CLYDE'S WEAPONS

FLAME-BREATH
Hit count: 25



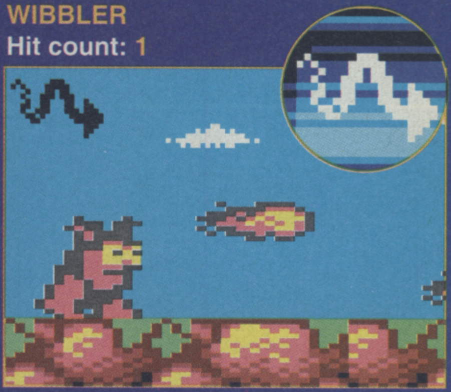
This is THE weapon to use, owing to its incredibly high hit count (and it's needed to ignite the odd bomb or two). Take care with creatures that fire bullets, though.

DROOPY
Hit count: 1



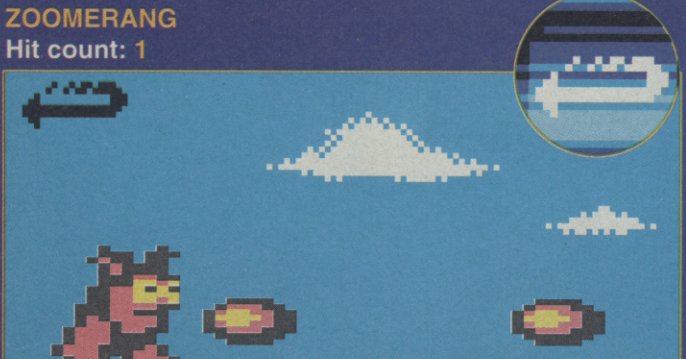
A tried and trusted weapon, it's useful for moving objects along platforms (such as Rocks and TNT).

WIBBLER
Hit count: 1



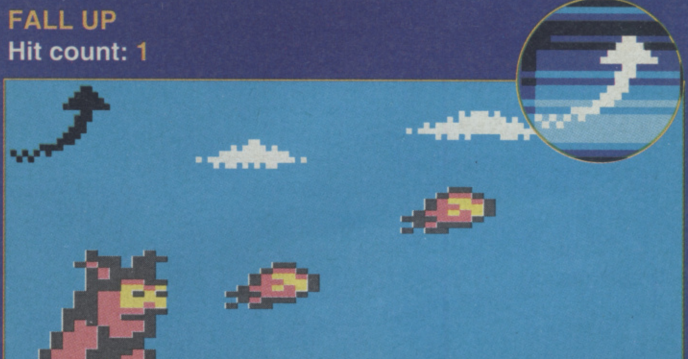
An all-purpose, long-range weapon which proves immensely useful on almost every level. Don't leave home without it!

ZOOMERANG
Hit count: 1

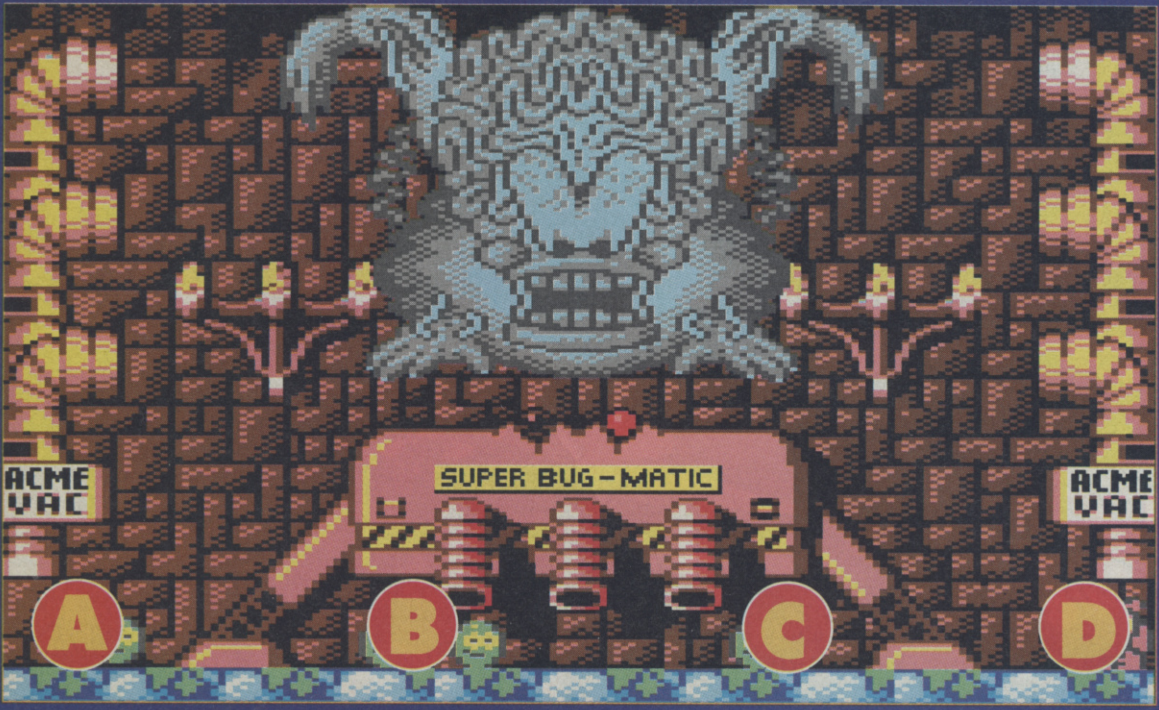


This weapon has quite a useful feature – it can be left flying around on its own (until it hits something or Clyde collects it).

FALL UP
Hit count: 1



The opposite number to the Droopy, this has a rather limited applications; use it to hit the balloons on the Balloonacy screen.

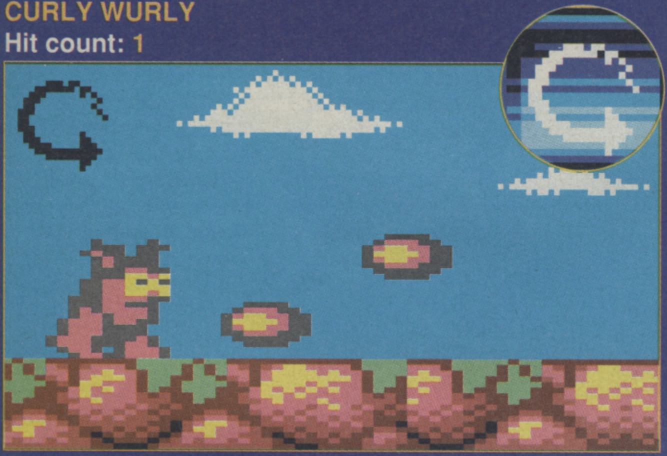


DEMON 3
Points: 800
Hits to kill: 29

Well hard! There are only two safe places to stand when he's attacking, and it can take quite a lot of practice to ultimately kill him. When you start the screen, stand at point A (just to the left of the Bug Machine's left leg), and wait for the demon to swoop over. As he bounces right, run to point D and stand just right of the Bug Machine's right leg. When he bounces left, run back to the first safe point. Repeat this process (kicking bugs as you go), and you should kill him in no time. Well, around a minute or two, actually.

CURLY WURLY

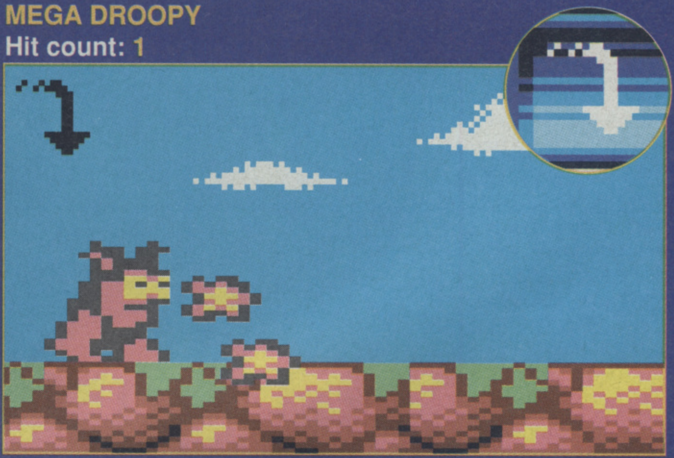
Hit count: 1



This has a similar firing pattern to the Fall Up and comes in most handy if you don't have that weapon.

MEGA DROOPY

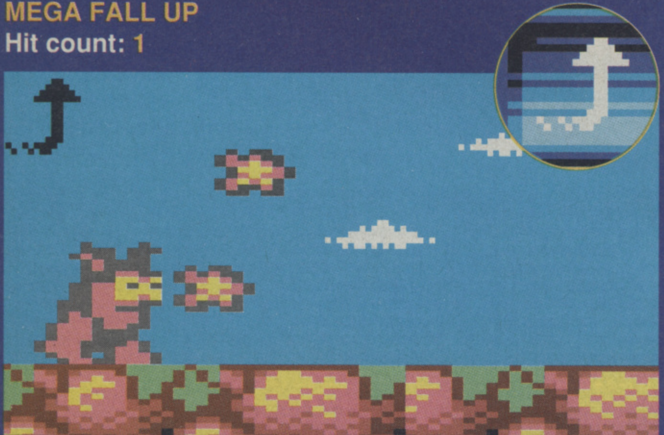
Hit count: 1



This only has one use, namely moving the rock on the Acid Antics level. Apart from that, we have to admit, it's pretty lame.

MEGA FALL UP

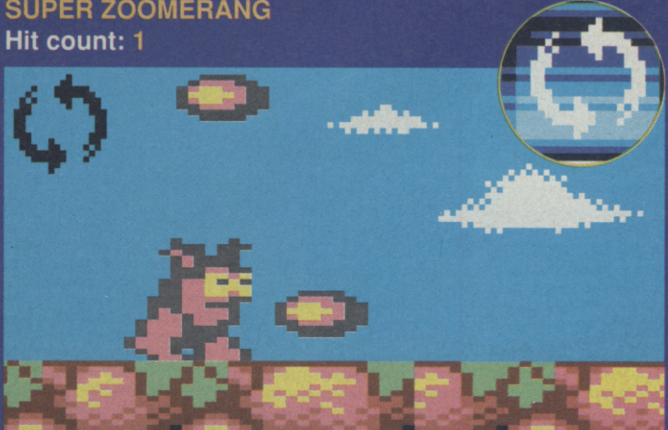
Hit count: 1



This opposite to the Mega Droopy, able to fire vertically. Apart from the Creepy Chaos screen, it has very few uses.

SUPER ZOOMERANG

Hit count: 1



As with the Zoomerang, this can also be left whizzing around on its own (but there are very few situations where this is possible).

CRACKING CHRIMBO COMPO

The best thing about Christmas has got to be ripping the paper off your prezzies, making a general mess, then spending a goodly few years in front of your C64 playing all those new games. (*And the Christmas pud! – Dave.*) But if getting two or three new games for Christmas makes you feel good, imagine how you'd feel if you received 135!

Alternative like Christmas as much as the next man – in fact a darned sight more if the rumours are true – and so they have decided to give away every game they've ever released to one lucky winner of this superbly spiffy Chrimbo' compo. Yup, you read it right – they've supplied 115 different cassettes, packing over 135 different games and a smart sports bag to carry them all around in. And to win all you have to do is answer three very easy questions and make one inspired suggestion.

Alternative are famous for their character licences, they pick TV shows that everybody knows and then create games around them. So we want you to identify some of their famous gaming folk:

1) Who's the blue blob in *Trap Door*?
   a) Burke
   b) John Fitzgerald Kennedy
   c) Richard Millhouse Nixon

2) Who's the large matronly figure from *Count Duckula*?
   a) Tipper Gore
   b) Nursie
   c) Barbara Bush

3) What's Dangermouse's useless assistant called?
   a) General Norman Schwarzkopf
   b) J Danforth Quayle
   c) Penfold

Once you've worked out the answers, then apply your little grey cells (*what's so little about them? – TMB*) to part two. What we want you to do is think of a TV or film character which has never been immortalised in code. There must have been times when you've been sat watching a TV or a vid', and thought, "I'd love to see this as a C64 game."

For example, Trenton would have like to have played a game of *Blake's Seven*, Dave wants to see a *Prisoner* adventure, Clare would have liked a *Beetlejuice* licence, Lisa's choice would be a *Brewster's Millions* title and Ollie always raves about the potential of a *Clangers* beat-'em-up. So the tie-breaker question is: **Which television show or movie do you reckon would make a superb C64 game but has been overlooked?**

Jot down your answers and your game suggestion on a postcard. Put your name and address on it and send it to:
But I wanted a Bike Compo!
***Commodore Format*, 30**
Monmouth Street, Bath,
Avon, BA1 2BL before
December 31st.

● If you work for Alternative or Future Publishing you're not allowed to enter, which is a shame as the prize is dead smart! And the Ed's decision is final.

WIN ALL THESE...

4 In 1 Air Power (Ace 2088, Mega Nova, Hellfire Attack, Implosion) ● 4 Most Action (Strike Force Cobra, Combat Zone, Gun Boat, Dead Or Alive) ● 4 Most Adventures (Life Term, S*M*A*S*H*E*D, Wiz Biz, Star Wreck) ● 4 Most Balls, Boots & Brains (Rugby Boss, Australian Rules, Soccer Challenge, The Double) ● 4 Most Cute (Star Paws, Howard the Duck, DM Double Trouble, Punch and Judy) ● 4 Most Fight and Fight (Aliens, Who Dares Wins 2, Frightmare, Fallen Angel) ● 4 Most Fun (Everyone's A Wally, Rik the Roadie, Slug, Snodgits) ● 4 Most Horror (Rocky Horror Show, She-Vampires, Nosferatu the Vampyre, Neil Android) ● 4 Most Speed Stunts (BMX Ninja, Stunt Experts, Turbo Bike, Pro Mountain Bike) ● 4 Most Sport (Run For Gold, Endzone, Rally Driver, Soccer Boss) ● 4 Most Warzone (War, River Rescue, Army Moves, 19 Boot Camp) ● 4 Most World Sports (Baseball, Judo Uchi Mata, Basketball, Grid Iron 2) ● Ace 2088 ● Aftermath ● Andy Capp ● Army Moves ● Australian Rules Football ● Bangers and Mash ● Bangkok Knights ● Big Trouble In Little China ● Bismark ● BMX Ninja ● Championship Baseball ● Championship Basketball ● Championship Sprint ● Classic Arcadia 1 (Invaders, Muncher, Axiens) ● Classic Arcadia 2 (Crazy Er*Bert, Missile, Grebit) ● Confusion ● Corporation ● Count Duckula ● Count Duckula 2 ● Cricket International ● Dandy ● Danger Mouse in Double Trouble ● Dead or Alive ● Double Dare ● Fireman Sam ● Frightmare ● Galactic Games ● Game Over ● Game Over 2 ● Gilbert – Escape from Drill ● Gold or Glory ● Graham Gooch's Match Cricket ● Grid Iron 2 ● Gun Boat ● Hellfire Attack ● Hideous ● Howard the Duck ● Huxley Pig ● Implosion ● Jaws ● Kentucky Racing ● Last Ninja ● Lethal ● Life Term ● Mega Nova ● Mini Office ● Moon Cresta ● 19 – Boot Camp ● Nomad of Time ● Operation Hormuz ● Pegasus Bridge ● Pirates in Hyperspace ● Popeye ● Popeye 2 ● Postman Pat ● Postman Pat 2 ● Pro Mountain Bike Simulator ● Protium ● Psycastria ● Punch and Judy ● Red Arrows ● Rogue Trooper ● Rugby Boss ● Run For Gold ● S*M*A*S*H*E*D ● Samantha Fox Strip Poker ● Scare Bear ● School Daze ● Shanghai ● She Vampires ● Slug ● Soccer Boss ● Soccer Challenge ● Sooty and Sweep ● Spindizzy ● Spitfire '40' ● Splat ● Steigar ● Strike Force Cobra ● Strike Force Harrier ● Stunt Experts ● Superted ● Tarzan ● The Colour of Magic ● The Double ● The Munsters ● The Stainless Steel Rat Saves the World ● The Trap Door/Through the Trap Door ● The Wombles ● Theatre Europe ● Thomas the Tank Engine & Friends ● Tiger Mission ● Tower of Despair ● Triple Decker 1 (Enclave, Exterminator, Aqua Racer) ● Triple Decker 2 (Merlin, Strike Force, Metranaut) ● Triple Decker 3 (Tazz, Widows Revenge, Burger Riot) ● Triple Decker 4 (Snodgits, Boing, Flying Feathers) ● Triple Decker 8 (Super Snake Simulator, Project X, Fearless Fred) ● Turbo Bike ● Vixen ● Who Dares Wins 2 ● Yogi Bear ● Zoids ● THAT'S 115 CASSETTES AND 135 DIFFERENT GAMES!!!

AMIGA • ATARI ST • COMMODORE 64 • SPECTRUM • AMSTRAD CPC

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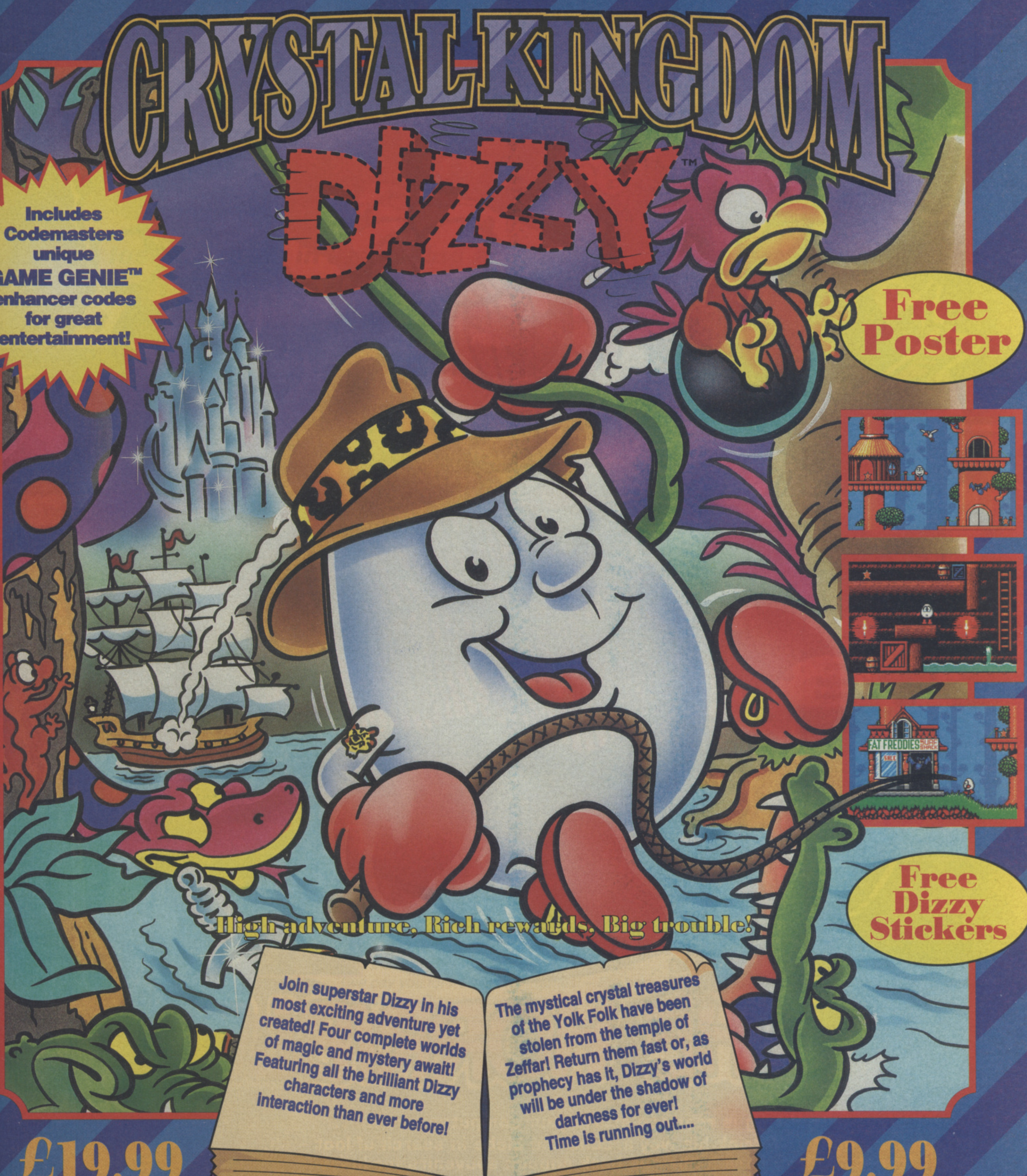

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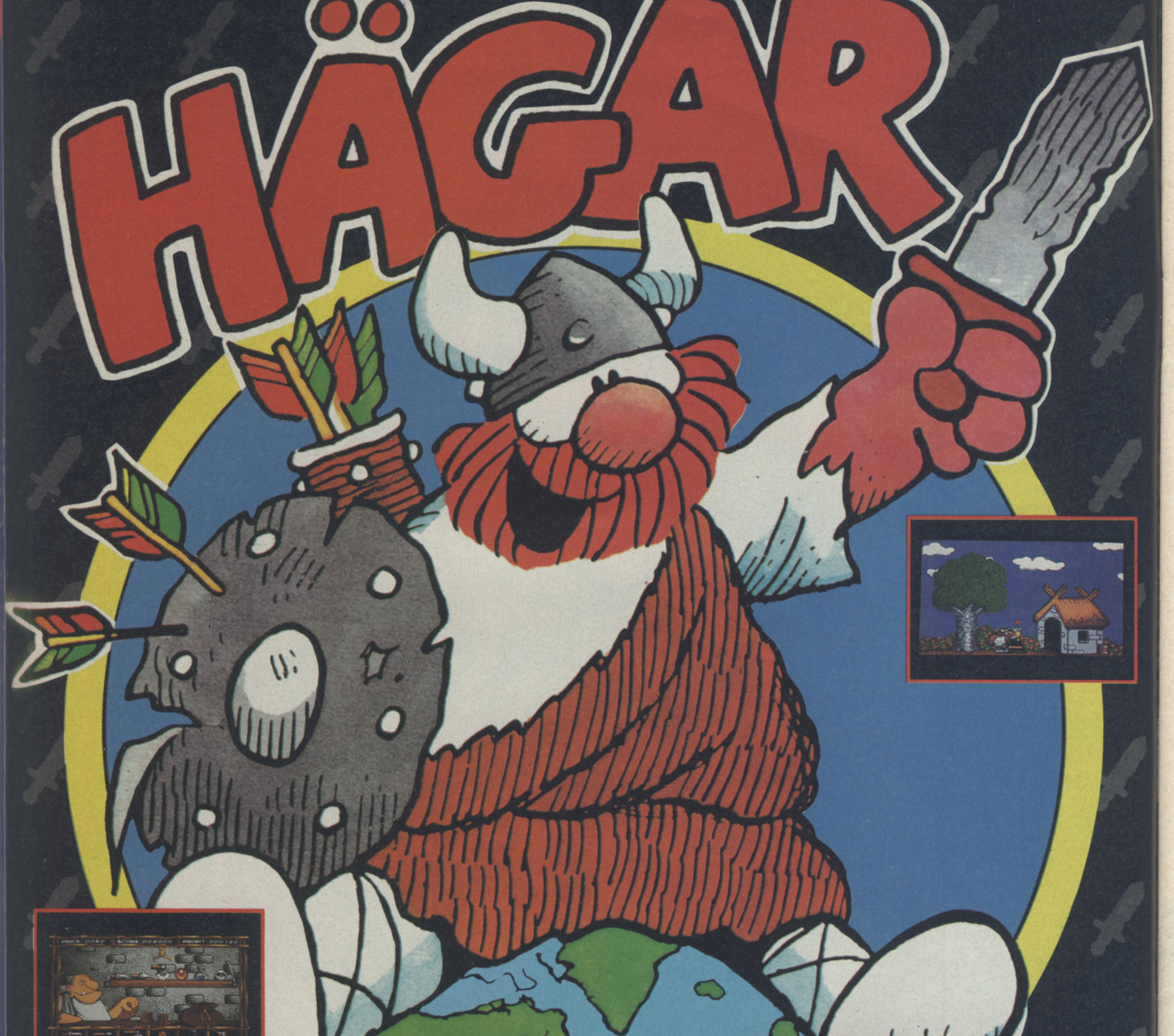

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Join Hagar and his friends in this action-packed platform adventure, you're guaranteed to have fun!

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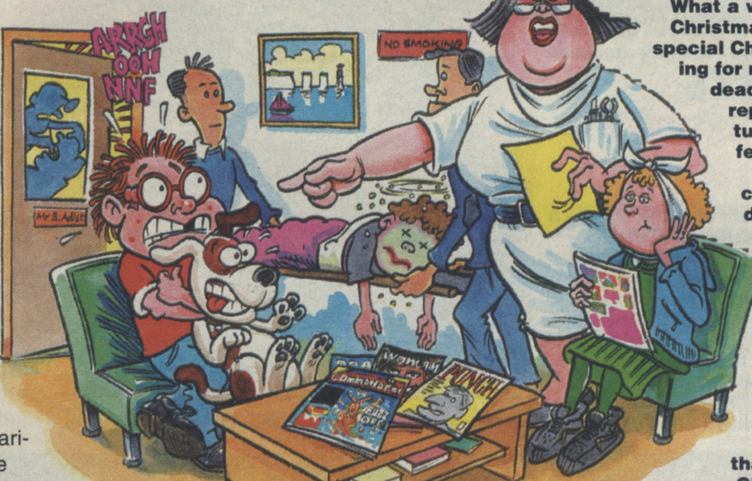
Please check availability before ordering. Screenshots shown from Amiga version.

> DMI

KINGSOFT

ROGER FRAMES buys Budjit Games

Having lost his tooth in a sporting accident, Roger has to face one of his greatest fears – the dentist. The only consolation, apart from getting the day off school, is that while it might be his personal hell, at least it's on the NHS... and free!



What a way to spend the Christmas hols. As an extra special Chrimbo treat, Mum's paying for me to have one of those dead classy, life-like tooth replacements, to substitute the one I lost when I fell over the tennis net.

I arrived at Dr S Adist's cool as a cucumber, determined not to let my fear show through, not that I was scared at all, oh no, not me. I would have been okay, too, if it weren't for Curly Arbuncle from school turning a very yucky shade of green when I asked him why he was being carried out on that stretcher.

Okay, I admit it, by the time the nurse called me in to the surgery I wished I'd been wearing reinforced underpants.

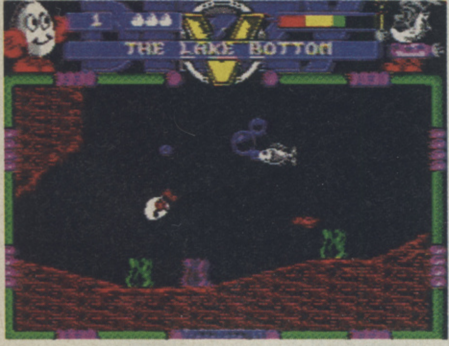
SPELLBOUND DIZZY

CodeMasters £3.99 ☎ 0926 814132

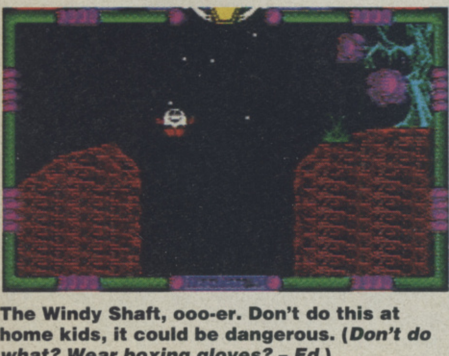
The egg is back, and this time he's on budget. *Spellbound Dizzy* comes to a screen near you at the bargain price of £3.99. The hard-boiled one wiggles his arms through another adventurey-style platform thingy. The story behind this one really doesn't matter a jot, but I'm going to tell you anyway. Our little eggy pal has been visiting the local wizard and accidentally on purpose read out loud a mega-dangerous spell. The spell he mistakenly cast spirited all his little ellipsoidal pals into the underworld.

The aim of this one is to collect all the stars lying around the place and pick up various special objects, in order to save all the eggs that have been transported. The major thing to note about this budget release is that it's an enhanced version of the original. It's much bigger for one thing, so the maps and tips that were printed in issue 20 won't help you very much.

Spellbound Dizzy is on a par with most of the other Dizzy games – standard graphics, girly-type cuteness, average game play and a few quite clever puzzles dotted about here and there. It's nothing to get eggstatic about (*we pay you for new jokes, Frames! – Ed*) but if you *are* a *Dizzy* fan (and there are enough of you out there to make the *Dizzy* series gobsmackingly successful), it's quite a barg considering the increased size.



The egg's gonna kick the bucket without some form of breathing equipment. Glug.



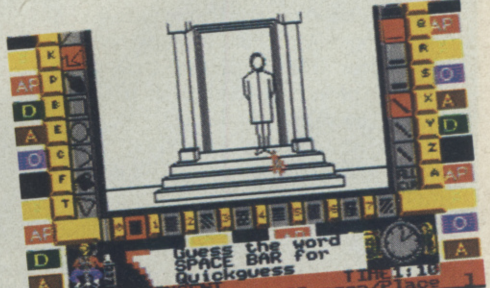
The Windy Shaft, ooo-er. Don't do this at home kids, it could be dangerous. (*Don't do what? Wear boxing gloves? – Ed.*)

SPELLBOUND DIZZY

Decidedly more tedious than having a conversation about preserving the rain forests with an overripe banana.

FRAME RATE

68%



Guess the word
SPACE BAR for
Quickguess
TIME 1:10
[Person/Place]
O GUESS :VINCENT
ICTURIST:Computer

Is it a bird, is it a plane? No, it's a very poor drawing of a Doorman, (geddit? DOOR-MAN!)

PICTIONARY

The Hit Squad £3.99 ☎ 061 832 6633

The game of quick draw, I don't think. Playing *Pictionary* in one-player mode takes so long that a snail could slither a marathon before the computer has finished drawing the clue for you to guess.

By now, most people must have played the classic board game at least once for themselves, or seen that TV program with professional cockney Danny Baker based on the same idea. What you have to do is guess the identity of the mystery word by just looking at your team mate's drawings. (Yep that's right – if you play with the computer you're actually on the same team, trying to help each other. Odd concept.) The game is played on a multi-coloured board; the colour that your counter lands on dictates the category you will have to draw or guess.

The *Pictionary* idea is a fabulous one, but unfortunately it doesn't work well on computer. The whole point of the board game is to get incredibly silly with a large amount of mates and be very, very stupid. For one thing the computer's far too good at drawing and for another it's far too easy to cheat. It asks you whether you were right or wrong when it reveals the answer to you. And what red-blooded male would tell the truth and say he got it wrong? Not me, that's for sure.

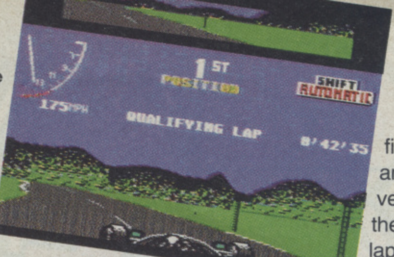
PICTIONARY

Much duller than being hung upside-down from the ceiling and having your mother preach to you about how staring at a television screen all day ruins your eyesight.

FRAME RATE

K

39%



Foot to the floor and we're off. (*Off where?– Ed.*)

SUPER MONACO GP

Kixx £3.99
☎ 021 625 3388

Vroooom, vroom, vrooooooom. Nigel Mansell eat your heart out, here comes Roger 'Elio' Frames in his super-speedy Formula One racer. What a yellow-bellied worm – fancy retiring before I had a chance to knock the jammy little so and so off the top.

WELCOME
SEGA
GRAND
PRIX

Super Monaco is no match for something like the classic *Stunt Car Racer*, but it's fun to play and almost captures the thrills and spills of driving round the Grand Prix circuits of Europe. It takes you through France, Brazil, Spain and finally Monaco, racing on wet and dry tyres on the wild and very bendy tracks. On each of the tracks there's a qualifying lap to race against the clock. Do well here and you've increased your chances of surviving 'til the final lap by at least 100 per cent.

You're on the starting lines... the starting light goes green… and ...you're off! Well, the other cars are, at least. They zoom off ahead of you at the speed of light but no matter how hard I tried my darned car wouldn't jump to full speed anywhere near as quickly as my competitors' vehicles. It got a bit better after I moved on from using automatic to manual gears, but no matter how hard I pushed the joystick my car couldn't match the initial acceleration of the others. I suppose that they think it gives you more of a challenge that way.

Now who can I go and blag some sponsorship money from?

SUPER MONARCO GP

Much better than driving to Llanfairpwllgwyngyllgogerychwyrndrobwllllantysiliogogogoch just to see the name plate on the station's platform.

FRAME RATE

75%

HA HA HA HA HA HA HA HA
WHHHEEEE

Arghh! Little was I to know that the S in Dr S Adist stood for Sally. A girlie dentist! My worst fear. And that face. It couldn't be...?

Then it struck me! My mum told me that Veronica had an elder cousin, Sally Nolan, who was locked away in the local loony bin. Apparently las week she escaped from the high security lock-up for crazyheads that want to be orthodontists.

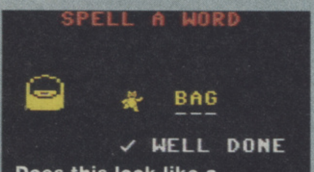
Was this it? My short life brought to an end at the hands of a drill-wielding psycho?

FUN SCHOOL 2

Mum asked me what I wanted for Christmas so I gave her a list of all the totally fab full-pricers that are far too expensive for me to even consider buying. Being a quite average mum, she's not very good at hiding things so last Saturday after she'd been into town on a 'shopping' trip I sneaked into her room. High and low I searched, through Dad's pile of sweaty socks and Mum's underwear drawer, then inspiration struck!

I dragged the commode across the room and peered over the top of the antique-style cupboard that my mum sticks her jumpers in. Yep, it was there alright, a lurvely W H Smith's placcy bag with what looked like three totally awesome C64 tapes lurking in the bottom, and I know the High Street branch stocks *Crystal Kingdom Dizzy*. I grabbed the bag and ran to my room as fast as my legs would take me. Tentatively I examined the bag. Yep definitely three tapes. How I love Christmas.

Then, horror of horrors, I lifted them out of their bag and saw, not the spiffy progs I was expecting, but the totally terrifying sight of EDUCATIONAL PACKAGES! *Fun School 2* has made it to the budgets. Sigh… mothers!



Does this look like a bag to you? Me neither.

FUN SCHOOL 2
FOR THE UNDER SIXES

The Hit Squad £3.99 ☎ 061 832 6633

This is aimed at the very young who will probably need some form of supervision. Either that or stupid girls like Veronica who can't spot a genius when they see one. A nasty girly-type teddy bear is the star. The yucky furry thing dances for you if you get a question right, waving at you sweetly if you try to do anything you're not supposed to be doing.

There are eight different games on this tape – that works out at 50p a piece, a darn sight cheaper than...erm...52p of anyone's money. These include Teddy Count and Find the Mole, both cutesy number recognition games, and Pick a Letter where the by now bored kid has to, you guessed it, pick a letter. The gooeyest thing, though, has got to be the easy-peasy word processor, with ted as a cursor. You can write anything you like, then get it printed out to stick on the fridge door with large, ladybird-shaped magnets.

Some of the games are a bit simple and some more intelligent (male) children might get bored of the basic graphics. *Fun School for the Under Sixes* seems to be more aimed at getting your sprog into using the keyboard than educating them a great deal. But in these days of hazy sunshine and technology the sooner you get the little brats started the sooner they can begin playing real games.

FUN SCHOOL 2
FOR THE UNDER-SIXES

Not as much fun as doing finger painting at primary school. Or making mud statues of spiders and leaving them in Veronica Nolan's school bag.

FRAME RATE

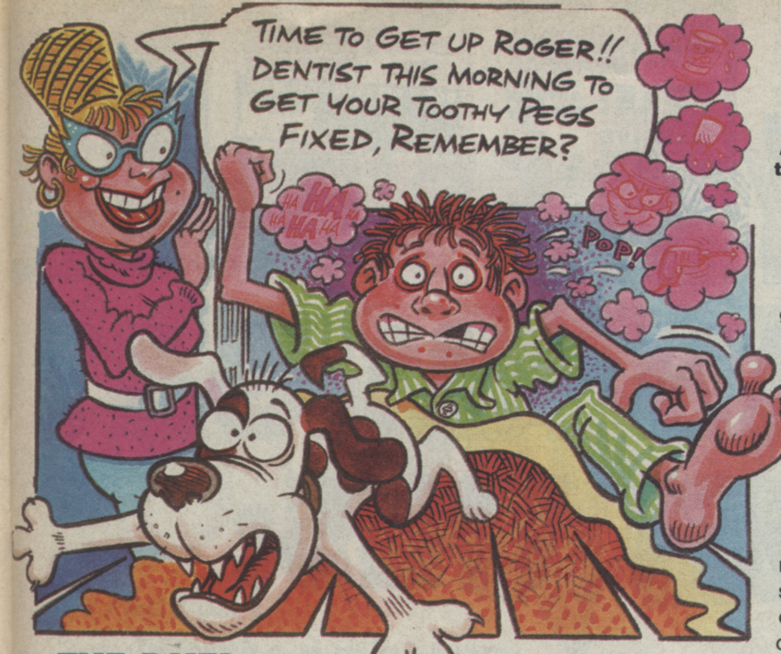
K

62%

FUN SCHOOL 2
FOR SIX- TO EIGHT-YEAR OLDS

The Hit Squad £3.99 ☎ 061 832 6633

This tape is in the same vein as the Under Sixes one. Simple maths, recognising letters and words, that sort of thing. But the star of the show is a most fabulous frog. Frogs are one of the best creatures on this earth. They scare mums and girls better than any rat I've


TIME TO GET UP ROGER!! DENTIST THIS MORNING TO GET YOUR TOOTHY PEGS FIXED, REMEMBER?
HA HA HA HA
POP!

As the drill hit my teeth my whole body shook violently... I waited for the agony... but it never came. But still I was being shaken. My eyes snapped open, and there was my mum waking me from my slumber.

"Are you okay, Roger? You were crying out dear. You must have been sleep shouting again."

"Oh... urm... I must have been dreaming about my piggy bank coming to life and running off again."

"Well never mind that now. It's time for you to get up. Don't forget to put clean underpants on – we've got to be at the dentist's in three quarters of an hour."

Gulp...

THE DUEL (TEST DRIVE 2)

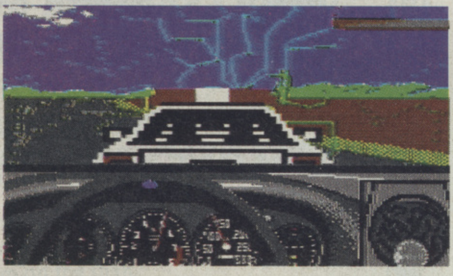
The Hit Squad £3.99 ☎ 061 832 6633

Yet more vrooom, this time in real cars meant for real roads, with police cars and even more terrifying than that, other cars coming speeding towards you in the opposite direction. (I wonder when they're going to bring out a racing game based on the new Orion L Popular Plus for the C64?) Porsche versus Ferrari, the endless challenge for supremacy amongst the super cars rages on.

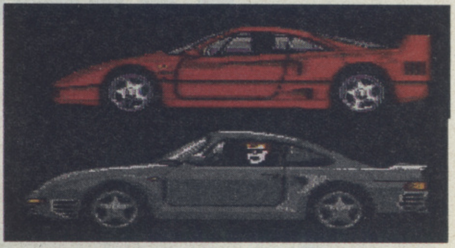
The Duel is option city – you can chose which one of the super speedy cars you want to take for the ride of a lifetime. There are 12 levels of skill: the first four give you automatic gears, the rest you have to change up and down with the fire button. There's also a fast mode, you can drive faster than the speed of light but there is a loss of detail. The in-game music can get rather annoying after a while so it's a good job that hitting the Q key toggles the twee tune on and off.

Of course, the real high-speed, super-thrill feel of motor racing could never be transferred fully to the computer screen but if you want the to try and get the feel of road racing rather than staying safely to the grand prix tracks *The Duel* is the game for you. There's even a radar detector in the sun visor which comes in very useful when the cops are on your tail. (*That sounds like it could be useful – Ed.*) If the light flashes and you hear a few beeps then the cops are just round the corner, at which point it's up to you to decide – do you try and outrun the cops or stop and get yourself a speeding ticket?

The Duel is great fun, especially when you crash into the back of the police cars – your windscreen shatters before your eyes. If only I had one of those vibrating chairs.



Ooops, not good. Steer clear of the cop cars.

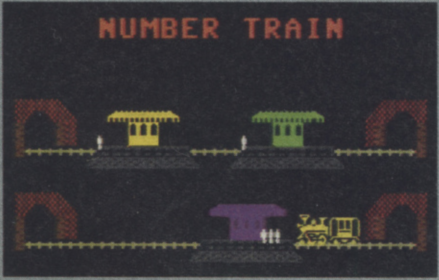


The grey Porsche or the red Ferrari? What a decison. I'll take the black XJ220 please.

THE DUEL (TEST DRIVE 2)

Fab stuff. If it was a choice between buying this and going to one of Veronica's pyjama parties I know which one I'd choose.

FRAME RATE 83%



Yellow train to the yellow station, blue to blue and red to red. Simple isn't it?

ever known. It goes deeper into the teaching side of things as well – you learn about map co-ordinates, money and geometry (by packing a set of rectangles into a big empty rectangle – it's a bit like a sprogs' version of *The Krypton Factor*). Then there's a *Hangman*-style game which involves trying to work what word the computer is thinking of by guessing one letter at a time.

Once a kid has got the hang of the control methods you could probably leave them to fend for themselves, as long as they're familiar with loading stuff on the C64.

FUN SCHOOL 2
FOR SIX- TO EIGHT-YEAR OLDS

More illuminating than diving into a bowl of chocolate custard with your eyes closed. In fact much the same as the first one of the batch.

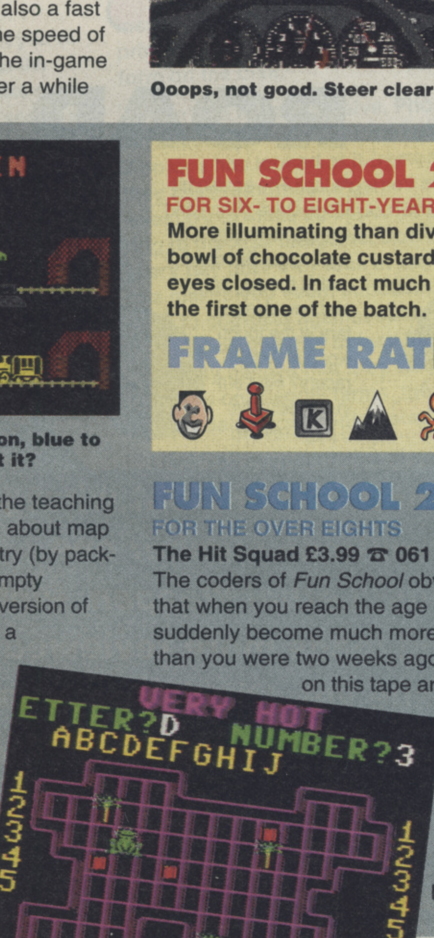
FRAME RATE 60%

FUN SCHOOL 2
FOR THE OVER EIGHTS

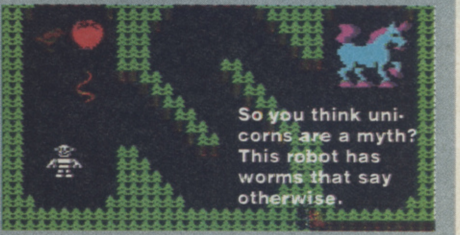
The Hit Squad £3.99 ☎ 061 832 6633

The coders of *Fun School* obviously assume that when you reach the age of eight you suddenly become much more intelligent than you were two weeks ago. The games on this tape are similar in style to those on the other two, but a whole lot tougher, enough to stretch the brain cells of any self-respecting nine-year old boy (a girl would have to be at least 23 before she could figure some of these puzzles out).

There are plenty of logic problems that even TMB would have to ponder on (*I think not! – TMB*). The trouble is that when you've done them once then there isn't much you could gain from doing them again.



If only finding your way around Birmingham's Spaghetti Junction was this simple.



So you think unicorns are a myth? This robot has worms that say otherwise.

FUN SCHOOL 2
FOR THE OVER EIGHTS

Much, much more amusing than going on holiday with your maths teacher and finding out that her idea of fun is counting the hairs on her chest.

FRAME RATE 64%

GETTING AN AMIGA? THEN GET THIS:

AMIGA POWER

The magazine with the right attitude.

In this issue...

STREET FIGHTER II

Previewed – the coin-op conversion everyone is talking about. Will it really take the number one position this Xmas?

ROAD RASH

At last! The smash hit Mega Drive punch and ride game makes it to the Amiga. But can it match the original, and how does it fare in the tough world of Amiga racers? Find out in our definitive 3 page review.

BC KID

From the people who brought you *Dyna Blaster* comes the cutest platform romp since *Parasol Stars*. Discover the cute appeal of this priceless prehistoric plaything in this month's massive review section.

...And: We find out what *you* think will be Christmas number one.
Plus: *Lethal Weapon, Pinball Fantasies* and loads more reviewed in the brightest issue yet. (You'll see what we mean.)

SELLING YOUR (SOFT)WARES

"I reckon I could make a mint from writing games. Only problem is, I don't know how to go about it. I'm a coder not an artist and the music I write makes the Eldorado theme tune sound good. So how do I put together a game that'll impress the software houses? I know... I'll ask Commodore Format..."

A CODER: So, *CF*, how do I go about getting started in the software biz?

COMMODORE FORMAT: Well, you could invest several thousands of pounds setting up a software house, commission a few freelance projects or hire some in-house programmers, spend lots of money printing inlays and placing adverts for games and work out deals with distribution houses.

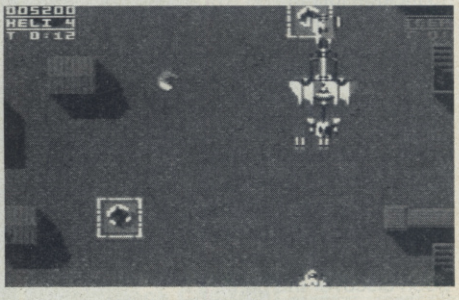
AC: But I don't have that kind of money!

CF: There is an easier – and much more commonly used – route which is also a lot less expensive, though it involves (sharp intake of breath) hard work. This way, you write a game yourself and then sell it to an established software company. Unfortunately we're not talking *SEUCK* (*Shoot-'Em-Up Construction Kit*) creations here, but fully-featured, professional-looking games written, at least, in Assembly language (just about the most basic language the computer understands).

AC: Well, I've got the programming knowledge but when it comes to graphics and music... well, could I get away with sending a rough version and hoping the software company will find people to do these things?

CF: No way. You've got to be able to convince the softies you can deliver the full product. What you need to do is find a team of people to work with. Most of today's commercial releases are of a very high standard and because of this, it really isn't practical to write games solo anymore.

Although you may be a wonderful coder, a brilliant graphic artist or a superb musician, few people excel in every department. So your best bet is to develop your own strengths and then team up with other people who are strong in your areas of weakness. It also means you get the game finished a lot quicker.



SWIV – definitely NOT a *SEUCK* game. This is an example of a very original game!

AC: So how do you spot someone with the necessary talent to join your team?

CF: You could always try putting an advert in a magazine (but then we would say that wouldn't we?) to attract people to join your team. Or you could try finding and joining an existing team – see the list of contact addresses on the next page.

Once you find someone interested in joining you, ask them to send you some samples of their work – either programming, graphics, or whatever their skill is. You'll probably be able to see how good they are, even if your forté isn't in that field – I mean, you don't

THE CF HIT LIST CHECK CHART

☐ Tidy up the bugs. For example, if you're creating a lot of colours on text (like the 'Rainbow' text in *Alleykat*), then make sure that the raster lines don't flicker. It seems a minor point, but you'd be surprised how much impression it makes. It could tip the scales in your favour.

☐ Don't make the game too difficult right from the start, because the softies won't want to waste time figuring out how to play the game.

☐ Try to put a high-score table into the game. Once you try it you'll be surprised how easy they are to program.

☐ Try not to make your games multiload. Fit it all in memory if you can. If you can't, your game needs a very good reason for being multiload.

☐ Send the game on disk. If you haven't got a disk drive then try to get a friend who has to transfer the program for you. The software companies will transfer the program on to tape if necessary.

☐ Make sure you label the files clearly and explain what they are. Don't just shove a load of files named CQ, %6, MN or 3 and expect the software companies to decipher them.

☐ Try to make the disk look impressive. Print out, or type a letter and try to make sure it has no mistakes. Don't reuse an old envelope, despite the environmental saving, it doesn't create a very good impression. Always include instructions and a scenario printed out if possible, as well as in file form on the disk.

☐ Don't be too aggressive. Phone a few days after you have sent the demo and if no one has looked at it (remember they have hundreds of games every week) try to make an appointment to ring to discuss the game. Don't ring every day until they look at the demo as this makes you seem impatient. You do have to compete against other programmers, of course, but unless the software company believe that they can work with you on friendly terms, then they will probably not be interested.

☐ Don't be over-confident. If you are asked to make changes never say, "Oh yes, I can do that in a day," when more likely these changes will take you a week. Remember a software house would rather wait two months for a better game than have a hastily patched one now.

☐ Don't send in someone else's game. Software companies will not accept games which you have not written. Changes will nearly always be requested, and if you can't make them the it becomes obvious that you haven't written the game.

☐ Finally, some advice from CodeMasters' Paul Ranson: "Be proud of your product. Don't think you can knock out a game and it'll do. Realise you're selling a service; no-one will put up with a rock-star attitude."

need to be a film director to know that *Carry On Columbus* is a seriously naff movie.

But don't recruit too many people with similar expertise, because that could cause conflict – and if you have two graphic artists or two musicians then one will nearly always be idle. There's a limit to the amount of work on one one game, even though sometimes it doesn't feel that way.

AC: Is there anything else I should consider before starting or joining a coding team?

CF: It's probably better to live close to the team, rather than communicate through the post or over the telephone. Otherwise costs start to escalate when you design conferences over the phone, disks flying back and forth for bug checking, and then hoping that everyone knew what you were on about in the first place. The only people getting rich that way are the Post Office and BT bosses.

AC: So, I've got my top notch coding team together. What next?

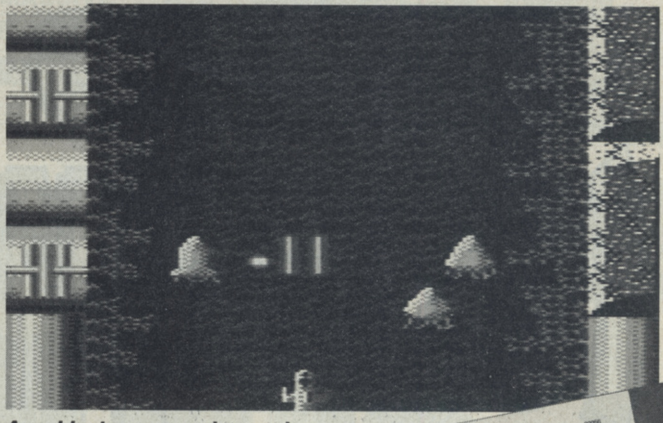
CF: Get cracking on producing that all important first game. At this point it's all down to talent, elbow grease and planning, until eventually you've got a working almost finished game.

AC: Then once it's nearly ready we just bung it in the post to a publisher?

CF: Well, if you really want to get your game published (ie, get someone else to put all the production and marketing money up for you) then there are a few basic rules that will give your game a better chance of making it to the shops.

AC: What sort of rules?

CF: For starters, if you cut your Assembly teeth writing PD demos – and a lot of demo writers do go on to attempt game writing – then there's the temptation to include lots of demo-style effects throughout the game. But never forget that the gameplay is the most important thing. After all, a smart title screen might initially make the game look impressive, but if it's there at the expense of the gameplay then players will soon discover the game's shortcomings. Try to assess your work honestly, and examine every aspect of it, trying to decide if it's really necessary. Graphics and music can always be replaced, but the gameplay is fundamental to the game from its very inception.



***Aquablasta* was good enough for the Power Pack, but it pushed *SEUCK* to the limit.**

Finally, try to be original, because if you write another *Pacman* clone, another puzzle game or yet another shoot-'em-up, then you have very little chance of having the game published. There have been so many of these types of games that most software houses are sick of them now. David Watkins from Alternative sums up the softies' atitude: "We are looking for games that are original, playable, what the market wants and which can be developed into a series."

There ought to be no bugs in your game. As Gareth Briggs of Zeppelin says, "Go out of your way to do your best. Make sure there are no spelling mistakes (*though* Crazy Cars 3 *doesn't seem to have cared much about this aspect – Clur*) or bugs in the game. You can send the demo to us at any time, but try to wait until the game is very nearly ready."

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AC: That's mostly common sense. What else should I know?

CF: Let's assume you've written a game that's original and playable. Then the *CF* Hit List Check Chart on the previous page should give your game the best chance of getting published. Check it out!!!

AC: What if someone tries to nick my idea.

CF: Publishing in every form suffers the problem of potential plagiarism, where someone sees your game, manuscript or whatever, before it is published, copies your ideas and then sells the work as their own to another publisher. And so, although 'copyright' is automatic in the UK you may want to be to prove your 'copyright', just in case…

AC: So how do I prove my 'copyright'?

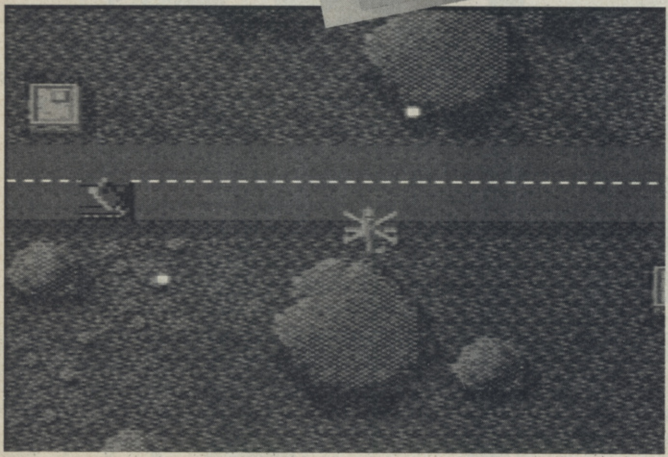
CF: One way is to copy the rough/demo version of the game, as well as any source code, and put the disks in a sealed envelope, which you then send – registered post if you like – to yourself. You should then have a sealed, postmarked envelope which you can open in court or in front of a solicitor if needs be. Try putting the stamp on the seal of the envelope so that the frank appears on an unbroken stamp on an unbroken seal.

A better, though more expensive, method is to lodge a copy of the game with a family solicitor (if you have one). Then they can testify in court that the game has been in their possession since a certain date.

And once you have been published you can join the Society of Software Authors who will give you more info about copyright. You can phone them on the number below.

AC: So, that's all there is to getting a game published?

CF: Well, not quite, but it covers the basics. And don't think that if you follow all these rules you can get get any old rubbish published – you have to put in some effort yourself by producing a rip-roaring game first. If you have any more specific questions then drop us a line at Selling your Wares, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. We can't reply in person, but if there is sufficient demand we'll run a follow up feature as soon as possible.



And this is an example of what *SEUCK* can achieve. *Twin Tiger* was considerably enhanced by a top-flight coder afterwards.

CONTAX BOX

- **Gareth Briggs, Zeppelin Software Ltd, 9D Ash Way, Houghton-le-Spring, Durham, DH4 6JW ☎ 091-385 7755.**
- **Gremlin Graphics Ltd, 2-4 Carver Street, Sheffield, S1 4FS ☎ 0742 753423**
- **Richard Eddy, CodeMasters Ltd ☎ 0921 814312**
- **Chris Price, Alternative Software, Units 5-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN ☎ 0977 797777.**
- **The Society of Software Authors ☎ 081 503 5251.**

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1992 AND ALL THAT

The good, the bad and the, erm, other bits of the last year's worth of Commodore Format. Don't say that we didn't warn you...

We sold approximately quarter of a million copies of the planet's most amazingly spiff Commodore magazine in 1992, and we're now selling more copies a month than ever before. Yep, it's been a vintage year for *CF*, and here's why...

ISSUE 16 – JANUARY

As the year opened Yugoslavia was in turmoil with Croatia and Slovenia struggling for independence. Things were almost as volatile at *CF* where the power rating scores ranged from 92% for *Super Space Invaders* to a 12% for *Cisco Heat*. The world got it's first glance of *Creatures 2* on the Power Pack and a new breed of games writers was born thanks to our first second tape (*Erm, does that make sense? – Ed*) featuring *The Graphic Adventure Creator*.

ISSUE 17 – FEBRUARY

Love was in the air this Valentine's month and *CF*'s heart went out to *First Samurai* (96%), *Creatures 2* (90%) and *Dizzy's Excellent Adventures* (91%), corkers one and all. Full games on the tape included *Cyberdyne Warrior* while *Indy Heat* was demoed. We also smashed *Smash TV* in Gamebusters. Andy found a Poke which gave us all an extra day in the month.

ISSUE 18 – MARCH

Silence of the Lambs sweeps the Oscars while the award winners in *CF* were *Demon Blues* (83%) and *Big Nose's American Adventure* (84%). A Golden Turkey went to *Final Fight* (19%) while best support was supplied by our full solutions to *First Samurai* and *Super Space Invaders*. Starring on the tape were *Sphinx Jinx* and *Demon Blues*. March was TMB's favourite month as it coincided with the New Year on his home planet, and he spent many hours comunicating telepathically with distant relatives.

ISSUE 19 – APRIL

Election fever gripped the UK and *CF* voted *Catalypse* game of the month with 91% while *The Jetsons* was the 64 equivalent of the Liberal Democrats with only 39% of the vote. The Power Pack was a Jeff Minter Special to accompany our series on the world's weirdest coder inside. We gave away *Sheep in Space* and *Attack of the Mutant Camels*. In Gamebusters, *Cyberdyne Warrior* and *Hudson Hawks* were mapped.

ISSUE 20 – MAY

Kinnock's out, Smith's in, and *CF*'s in Smith's with a spiffy *Space Crusade* cover. The game is pretty spiffy too scoring 92%. Dud of the month is *Cover Girl Poker* (32%). *Catalypse* and *The Bod Squad* were democratically chosen as the Power Pack demos. There was also the ultimate lowdown on the ACTION REPLAY Cartridge. The diving season opened this month so Trent was happy – he could go and shoot divers whenever he wanted.

The world's biggest selling C64 mag
21
GOT A 64? ★ THEN GET THIS!
Commodore FORMAT
FREE!
CHUCK IT OUT!
MORE
REVIEWS THAN ANY OTHER MAG!
Commodore!
Wanna disk Powerpack? See Page 8 Now!
Future
GAMEBUSTERS: Sphinx Jinx mapped and Rainbow Island totally busted!

Yep, we reckon issue 21 had the spiffiest cover of the year.

ISSUE 21 – JUNE

This was Roger's favourite month because the school hols started. To give you something to do in the six-week break, we stuck *Arnie* and *The Addams Family* demos on the Power Pack. Which was a good move as the Addamses also scored the best rating of the ish with 92% narrowly beating *Chuck Rock* (91%). Our three-part solution to *Rainbow Islands* began its run in Gamebusters.

ISSUE 22 – JULY

Batman Returns hit the cinemas and everyone wondered just how did the Penguin get those plans for the Batmobile, as well as wondering how we managed to put together such an amazing Power Pack. It featured *James Pond: RoboCod* and *DJ Puff's Volcanic Adventures*, both of which were also Powertested, getting 90% and 88% respectively. *Murray Mouse* got the mapping treatment in Gamebusters.

ISSUE 23 – AUGUST

Drugs allegations dominate the Olympics, but there's nothing artificial about *CF*. Adorned with a dead smart *Cool Croc Twins* cover, it's every bit as wholesome as ever. The *Crocs* aren't quite game of the month (83%) that honour going to *Midnight Residence* (89%). *International Ice Hockey* scraped a measley 34%. *Biff*, *Bug Bomber* and *Nobby The Aardvark* were the Power Pack stars. Dave joined the team and within a week the sandwich man who comes to the office had enough money to retire to the Bahamas.

THAT WAS THE YEAR THAT WAS OR LET'S GET SELF INDULGENT, SHALL WE?

	Fave game	Fave Film	Fave TV Prog	Fave LP	Fave Reading Material
TRENTON	*First Samurai*	*Unforgiven*	*Crimewatch*	*Body Count* Body Count	*Schrödinger's Cat Trilogy* Robert Anton Wilson
OLLIE	*Kick Off 2*	*Sleepwalkers*	*Match of the Day*	*Learning English* Die Toten Hosen	*Chickenhawk* Rob Mason
DAVE	*Steg the Slug*	*Delicatessen*	*Floyd on Food*	*Automatic For The People* REM	*The Planet Hollywood Menu*
CLUR	*Ugh!*	*New Jack City*	*The Velvet Claw*	*Blood, Sugar, Sex, Magick* Red Hot Chilli Peppers	*Toady* Mark Morris
LISA	*Space Crusade*	*The Hand That Rocks the Cradle*	*Beverly Hillbillies*	*Gold* Abba	*Tales of the City* Arnstead Mauplin
ANDY	*Creatures II*	*Do The Right Thing*	*Red Dwarf V*	*Fear of A Black Planet* Public Enemy	*Better Than Life* Grant Naylor
ROGER	*Rainbow Islands*	*Batman Returns*	*The Money Program*	*Adrenalize* Def Leppard	The Argos Catalogue Spring/Summer (it's free).
JAMES	*Nobby the Aardvark*	*Universal Soldier*	*Eldorado*	*Neil Diamond's Greatest Hits*	*The World According To Garp* John Irving

ISSUE 24 - SEPTEMBER

Britain was out of the ERM. Interest rates plummeted, then rose, then spiralled, did a U-bend and multiplied by the square root of infinity before vanishing into the Nth dimension. Interest in *CF* remained high, however. And no wonder when there were four demos on the Power Pack – *Fuzzball, Match of the Day, Ugh!* and *Cool Croc Twins. Ugh!* is also game of the month with 92%. We began our stunning three-part exposé of *Space Crusade* in Gamebusters. Ollie was glad to see the back of September, as his brother got married, and Ollie was the best man – he was so nervous at the ceremony he didn't touch his meal.

ISSUE 25 - OCTOBER

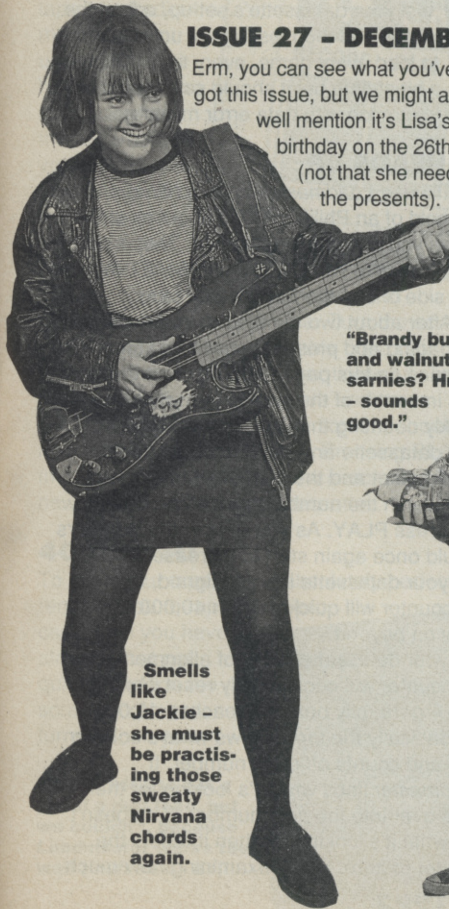
31 coal pits are closed and Parliamentary confusion ensues, but some things in the country remain strong – *CF*'s sales majority rose by 5,000 readers. And what a stonking issue those new readers had in store with demos of *Slicks* and *Hägar* on the tape and *DJ Puff* blown wide open in Gamebusters. *Hook* was a hit with 85%. *Frankenstein* was a miss with 40%. Clur loved October because it saw the climax of the World Series.

ISSUE 26 - NOVEMBER

The US elections were underway, but you didn't find *CF* spouting hollow rhetoric. Our reviews of *Popeye* (70%) and *Stuntman Seymour* (77%) were fine examples of straight talking. *Cosmic Causeway*, *Bomber*, *Stuntman Seymour* and *Doc Croc* filled the Power Pack while Roger got all excited about the budget release of *Creatures*. Let's Make A Monster began chronicling the production of 1993s surefire winner, *Mayhem in Monsterland*, and we listed hundreds of POKES for ACTION REPLAY owners.

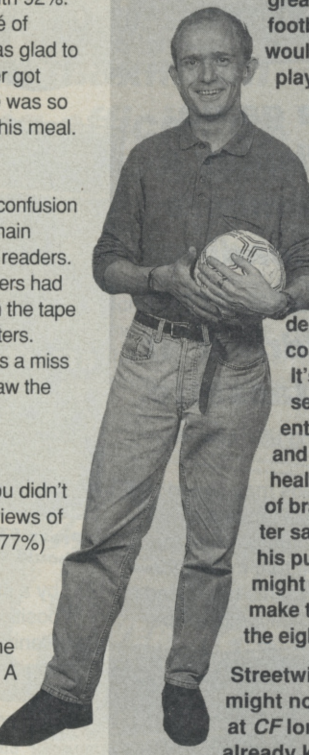
ISSUE 27 - DECEMBER

Erm, you can see what you've got this issue, but we might as well mention it's Lisa's birthday on the 26th (not that she needs the presents).



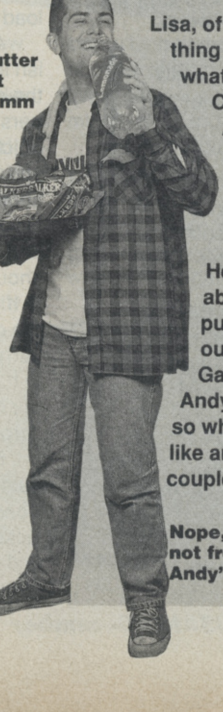
Smells like Jackie – she must be practising those sweaty Nirvana chords again.

WHAT DO WE WANT FOR CHRISTMAS, THEN?



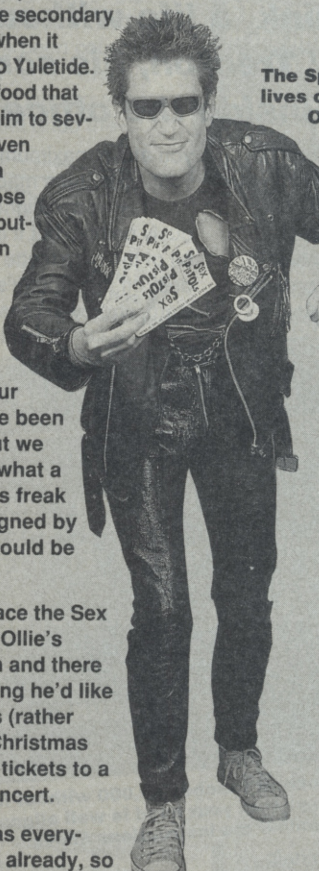
Big Ed Trenton has another great love besides C64s – football. His Christmas treat would be to get called up to play for his favourite team, Bristol Rovers, and score the winning goal. (Just scoring a winning goal would be Rovers' Christmas treat.)

For drooling Dave, the presents are the secondary delight when it comes to Yuletide. It's the food that sends him to seventh heaven and with a healthy dose of brandy butter sauce on his pud he might even make to the eighth.



"Brandy butter and walnut sarnies? Hmm – sounds good."

Streetwise Clur might not have been at *CF* long, but we already know what a American sports freak she is. A baseball bat signed by the entire Bulls' team would be her ideal prezzie.



The Spirit of '77 lives on thanks to Ollie's dream.

No band could ever replace the Sex Pistols in Ollie's opinion and there is nothing he'd like more in his (rather cracked PVC) Christmas stocking than some tickets to a Pistols reunion concert.

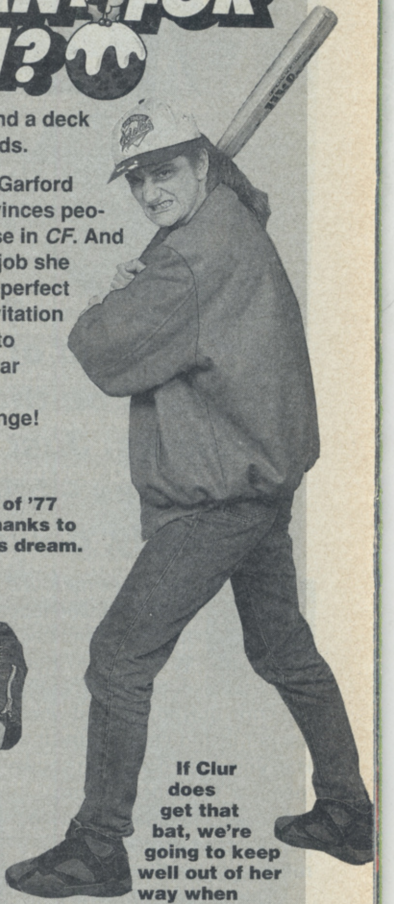
Lisa, of course, has everything she needs already, so what she would like for Christmas is world peace. AAhhh! Quite how we're going to wrap that up is a bit of a mystery, and fitting it under the tree going to be difficult.

Oh no! Lisa is just about to burst into a chorus of *We Are the World*!

He's fed up with only being able to cheat in computer games is our resident Gamebuster Andy Roberts, so what he'd like are a couple of loaded dice and a deck of marked cards.

Nope, they're not from Andy's Cortina!

Jackie 'Goth' Garford cons, er, convinces people to advertise in *CF*. And a darned fine job she does too. Her perfect prezzie? A invitation from Nirvana to play bass guitar on their next tour. Grrrrruunge!



If Clur does get that bat, we're going to keep well out of her way when she's angry.

MASTERING LOADMASTER

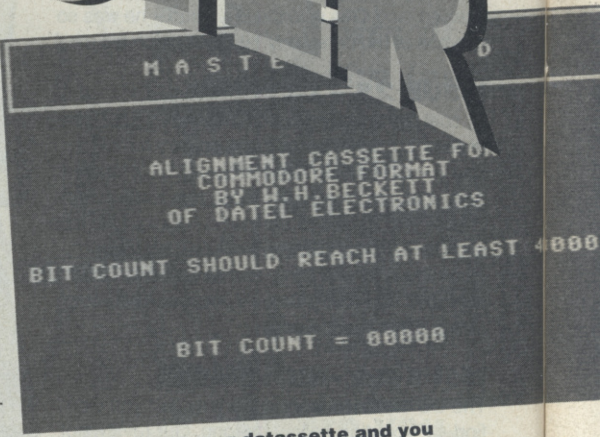
Nope, it's not a game, and yes, all it does is display a load of numbers. But those numbers could be the answer to your tape loading problems. Just think, a life without data error messages – bliss! Trenton, his screwdriver at the ready, delves inside the office datassette.

Have you ever found that one of your fave C64 tapes works on a friend's computer but not on yours? Have you ever taken a supposedly 'faulty' tape back to the shop only to find that when the storekeeper tested the cassette it worked fine? Has your tape collection shown 'peculiar' tendencies when loading, sometimes behaving perfectly but at other times refusing to load?

This probably means your head alignment is out of whack. And no, we're not suggesting that you're going a bit loopy – we're talking about the tape heads in your datassette.

Now knowing this fact is all well and good, but what on earth can you do about it? Load up *Loadmaster* that's what. Yes, the second tape stuck on this month's cover (the one at the top) contains a program which has been specifically written to help you attain maximum loading efficiency from your trusty tape machine.

Having misaligned heads may sound seriously painful, but it isn't. The tape head is the bit of the datassette that actually reads the data off the tape (it's the bit that moves forward when you press play). This tape head is fixed to the datassette proper by a small metal plate which in turn is held in position by a small screw. Loosening or tightening this screw moves the head enough to massively influence the datassette's loading abilities. This screw is easily adjusted, but this also means that it can stray out of line slightly through natural wear and tear. This is where *Loadmaster* comes in, as it allows you to test your datassette's set-up, adjust the screw and then test again, until it's ready to load every game, every time. It'll take a bit of time but it should save hours of frustration with data error messages.



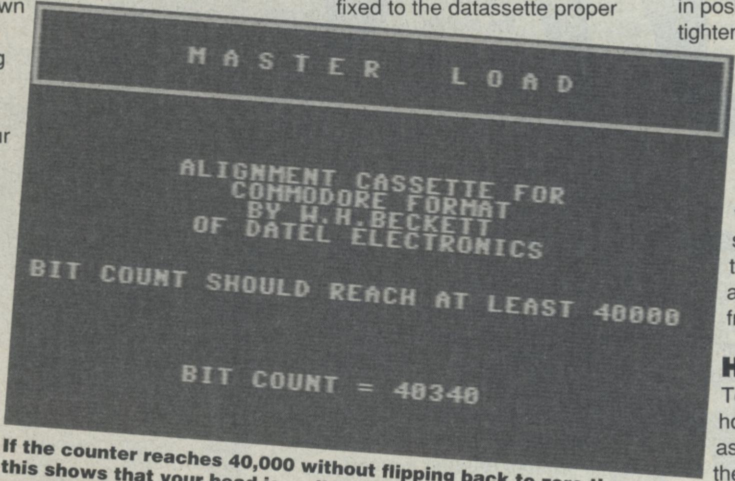
```
MASTE             D

ALIGNMENT CASSETTE FO
 COMMODORE FORMAT
  BY W.H.BECKETT
OF DATEL ELECTRONICS

BIT COUNT SHOULD REACH AT LEAST 4000

BIT COUNT = 00000
```

Press STOP on your datassette and you should see the counter reset to zero.



```
M A S T E R    L O A D

ALIGNMENT CASSETTE FOR
  COMMODORE FORMAT
   BY W.H.BECKETT
OF DATEL ELECTRONICS

BIT COUNT SHOULD REACH AT LEAST 40000

BIT COUNT = 40340
```

If the counter reaches 40,000 without flipping back to zero then this shows that your head is well aligned. For peak performance follow the instructions above.

HEADS UP

To use *Loadmaster*, first you'll need to get hold of an Philip's A1 (or about as small as you can get) screwdriver. Then using the normal RUN/STOP and SHIFT method load side one of the *Loadmaster* tape.

After about two minutes the tape will finish loading and present you with a screen like the ones on this page. If you look at the numbers in centre of the screen you will see them quickly counting through. Press STOP on your datassette and the numbers should should reset and the counting should stop. Now watch the numbers on screen carefully and press PLAY. As you do this the numbers should once again start to increase.

- If your datassette is well aligned, then the counter will quickly reach 40,000 and carry on beyond.
- If your datassette is out of alignment then the counter will occasionally reset itself to zero – generally before it reaches 40,000.

Basically the tape knows what's coming next and counts off each number. If *Loadmaster* finds what it's looking for then it kicks over into the next number. If it doesn't find what it's looking for then it resets the counter to zero. So by examining how much

LOADSALOADS

- If your datassette loads your games okay at the moment DO NOT start trying to adjust it. Just stash *Loadmaster* away somewhere safe. Then if your tape deck starts playing up you can fix it quick!
- Only ever adjust the head alignment when you've got *Loadmaster* running, otherwise you may not even be able to load that (*I know – I did it in the office and Clur almost killed me! – Ed*) and you'll be totally stuffed. *Loadmaster* has been specially recorded to load even on dodgy datassettes but it does have its limits!
- Clean the tape heads, capstan wheel and capstan pin regularly. (For a more detailed list of datassette maintenance tips see Data, Set and Maths, p39, *CF*25.)
- Demagnetise your datassette frequently using a demagnetising kit (which are easily available in the shops).
- Avoid storing tapes near strong magnetic sources (ie, loud speakers, microwaves, on top of monitors, etc). When using your datassette try to keep it way from such magnetic fields as well, because this can also affect loading.
- When saving programs and data, always try to use C30 and C60 tapes as they are shorter and won't stretch as much as C90s. They are also quicker to rewind!
- When you try to load programs and data that were recorded with seriously misaligned tape heads your datassette may experience difficulty. Loading it may require you to 'de-tune' your datassette.

data it can load and how quickly it can do it you can calculate the best position for the tape head. Basically if *Loadmaster* can find the first 40,000 things it's looking for then it should be able to load just about anything.

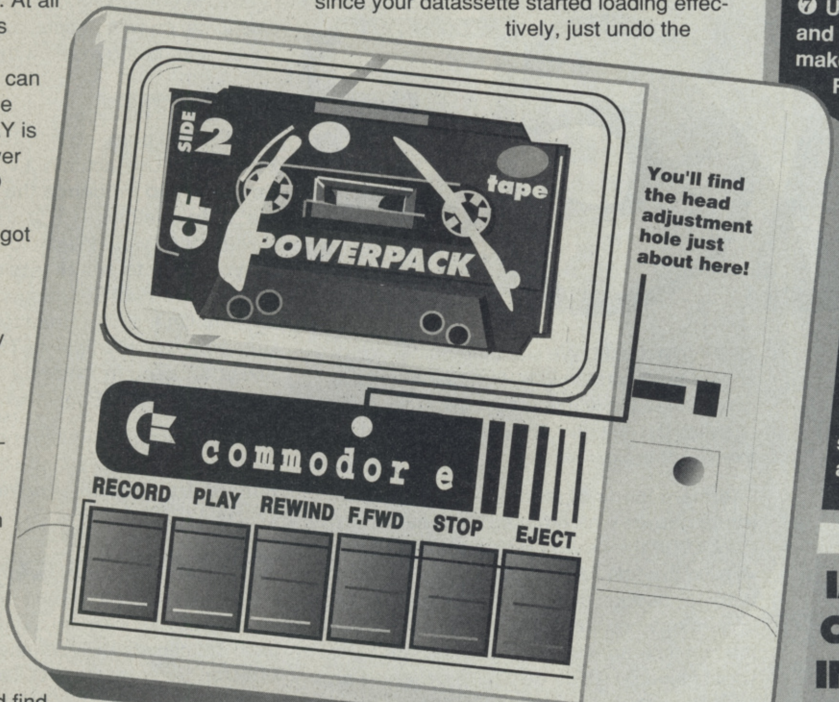
MR FIX IT?

If you've a well aligned datassette, then it may be wise to leave it alone until you develop a persistent loading problem. "If it ain't broke don't fix it!" the saying goes, and it may prove sound advice. But if your datassette is badly aligned then it's screwdriver time!

> ***It's been specifically written to help you attain maximum loading efficiency.***

If you look down at your datassette you should see a small hole (just above the second 'O' of the Commodore). It is through this hole that you can access the head alignment screw once PLAY has been pressed. At all other times it's tucked safely away, so you can only adjust the screw when PLAY is pressed. Whatever you happens DO NOT press stop while you've still got a screwdriver adjusting the screw, as your datassette will try to eat your tools!

Pressing PLAY moves the tape head adjustment screw underneath the hole and you can start adjusting the alignment of your datassette. Carefully place the screwdriver into the screw head. You should find that the screw has room to move both clockwise and anti-clockwise. Turn the screw (clockwise) until it's reasonably tight, but make sure that you don't over-tighten it. Take the screwdriver out of the hole and press STOP. The tape counter (on screen) should now have reset itself to zero. Pressing PLAY then allows you to watch how successful this new position is for your datassette.



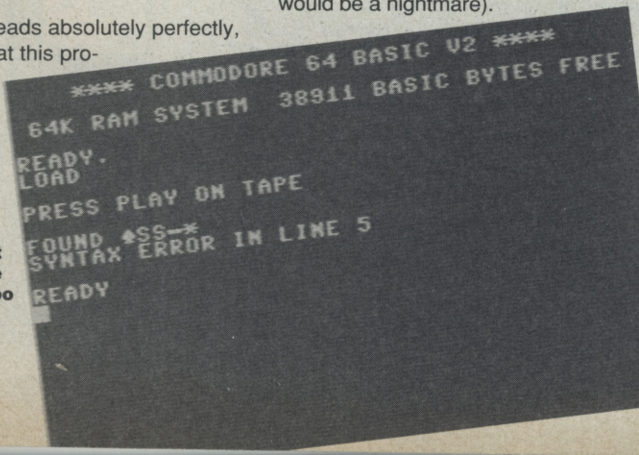
You'll find the head adjustment hole just about here!

40,000 TO 1

To align your tape heads absolutely perfectly, requires you to repeat this process, until you have almost – but not quite – undone the screw by quarter turns. When you have completed this you should have found that in most of positions the counter didn't reach 40,000, but for a few sequential attempts it did. This 'sequence' of successful loads indicates the tolerance range of your datassette – the range in which it can accurately collect and interpret data. The ideal position to have your tape head set in is found in the middle of this range.

So it's best to work your way systematically back to the 'range' of your tape player. Once you've found the where the 'load zone' starts, begin counting the number of quarter turns you now make. Continue to tighten the screw, testing the loading efficiency every quarter turn of the screw until you stray out of the other end of the loading range. As you've been counting the number of quarter turns you've made since your datassette started loading effectively, just undo the screw by half the number of turns you've counted. This effectively positions the tape head exactly in the middle of your datassette's 'load zone'.

Congratulations, you have just aligned your tape head, so loading should now hold no more nightmares – unless you try to boot up your latest Dannii Minogue tape on it, that is (but then playing that in an audio tape player would be a nightmare).



```
    **** COMMODORE 64 BASIC V2 ****
 64K RAM SYSTEM  38911 BASIC BYTES FREE
READY.
LOAD
PRESS PLAY ON TAPE
FOUND ♠SS—*
SYNTAX ERROR IN LINE 5
READY
```

Uh, we tried to get a pic of a duff load, but we couldn't, because *Loadmaster* works too well (*'nuff said - Ed*)!

QUICK GUIDE TO USING LOADMASTER

❶ Get a Philips screwdriver ready.

❷ Put the *Loadmaster* tape into your datassette.

❸ Hit SHIFT/RUN STOP and wait for the program to load.

❹ Don't press stop on the Datassette – leave it playing.

❺ Watch the numbers on the counter. If they get to 40,000 and beyond, don't touch anything, the tape head is already properly aligned.

❻ If the numbers keep resetting to zero, STOP the tape and put the screwdriver in the little hole in your Datassette and tighten the screw.

❼ Undo the crew by a quarter of a turn and prss PLAY. Note whether the counter makes it past 40,000, then STOP the tape. Repeat this process until you find a sequence where the counter repeatedly makes it past 40,000.

❽ Count how many quarter turns you do from the point where the counter starts getting past 40,000 to when it starts resetting again.

❾ Set the screw in the middle of this range by going back half the amount of quarter turns you have counted in the range.

❿ The tape heads on your datassette should be properly aligned and ready to do some loading.

Ian
Cyclopedia

IAN CYCLOPEDIA INVESTIGATES LOADS

There have been a number of curious loads through history for instance...

- **Lodestone – This magnetic stone was rumoured to come from fallen stars and was used by early navigators. Curiously though, if kept next to your datassette its magnetic properties would have made it a no-lode stone!**
- **LoadsaMoney – A strange Harry Enfield character, this gent boasted about his vast wealth. Now cited as an 80s archetype, LoadsaMoney has suffered a change in fortune and works in a fast food restaurant (he has yet to earn a star).**
- **Load Ownd Irty Rat – a quote erroneously attributed to James Cagney in the film *White Heat*. He in fact said, "I've loaned out 30 cats!".**
- **Lock and load – a quote correctly attributed to Hicks in *Aliens*, just before the going got really tough and the tough – Ripley – hid under a bed.**

A second victim, er, VIP from the software industry is exposed to YOUR questions. Danielle Woodyatt, Public Relations Manager at US Gold, tells you what you told us you wanted to know.

Commodore FORMAT
FACE TO FACE
FUTURE PUBLISHING
30 MONMOUTH STREET
BATH
AVON
BA1 2BW

FACE TO FACE

With one of the biggest games releases ever on the C64, *Streetfighter 2*, about to hit the shops, Danielle Woodyatt, Public Relations (PR) Manager of the games' publisher US Gold is a very busy person. Not that this is the first time the company, one of the UK's biggest and oldest software houses, has done the 64 proud; they've been behind such classics as *Impossible Mission 1* and *2*, *Ghosts 'n' Ghouls* and *Indianna Jones and the Fate of Atlantis*. Danielle's job is to make sure US Gold games get noticed by the games-buying public. Her job here is to answer questions set by you…

How important are magazine reviews? Do you ever disagree with reviewers?
David Allsop, Chester
We value the magazines' opinions highly – as long as they say nice things, of course. Seriously, we respect reviews and will even use quotations from them in our marketing, but we expect them to be fair and constructive, which *CF*s nearly always are. Reviews are the first time the public will be able to see the games in an unbiased light and, of course, they are good publicity. While there are magazines like *CF* about we will continue to support the C64.

> **While there are magazines like Commodore Format about we will continue to support the C64**

Who decides on the look of your adverts?
S Singh, London
The look of adverts is a group decision within the company. There are a number of things to take into account. We want the games to appeal to streetwise kids, but they also have to appeal to the whole family, because in lots of cases it is the parents who actually fork out money for the games.

There are loads of really good back catalogue games which haven't appeared on Kixx? Will they ever be re-released?
Arnold Levick, LLantriws
With our budget label, Kixx, what we try to do is re-release all the old faves that scored well the first time around. But if anyone has a personal favourite which they think deserves a second chance, the man to write to is Craig Johnson, who handles the Kixx range. Just drop him a line at the normal US Gold address.

Why didn't US Gold release any cartridge software for the C64/GS? The obvious potential for this format would have been to re-release games which were previously crippled by multi-load. Surely the *Games* series would have sold well on cartridge?
Richard Mullen, Hants
With the *Games* series there was a technical problem in that it would have required a different kind of loader and needed players names to be typed via a keyboard, which the 64GS didn't have. (Um, as you can probably tell, I'm not a technical bod, so I got this info from someone at USG who knows about this sort of thing). There are similar problems with all conversions to cartridge which the makes process too complicated to contemplate (so I'm told), especially if the game's already enjoyed a full commercial release.

How much rivalry is there between the major software companies?
Andrew Jackson, Zandvoort, Netherlands
Oh, we have a few punch-ups with Gary Bracey (of Ocean) at shows. No, seriously, it's all pretty friendly and civilised (honest).

How do you become a PR person? What qualifications do you need? Do you need extensive knowledge of computer games?
Lucy Warren, Shropshire
There's no one way into PR. Both academic qualifications and game-playing ability are needed in equal balance. You also need to be able to get on with people, and be prepared to put up with having meals with Trenton.

SHORTIES

Is PR a well paid job?
Yes, vastly. Um, actually it varies.
Do you try to influence the games reviewers' opinions?
Never – they wouldn't stand for it.
Do you have to speak lots of languages?
It helps, but most Europeans can speak English. I'm fluent in Brummie, know a little German and can translate Trenton's wurzel.
Are you based in America?
No, Birmingham. (England, not Alabama.)

● It's the address that everyne's been waiting for: US Gold, Units 2-3, Holford Way, Holford, Birmingham (England), B6 7AX. ☎ 021 625 3388.

THINGS TO COME

It's still not too late to send in your questions to the final four industry big wigs* we have lined up, namely Kelly Sumner (Managing Director, Commodore UK), David Darling (Managing Director, CodeMasters), Ken Lockley (Public Relations Executive, Ocean) or Jeff Minter (Programmer and Director, Llamasoft). Jot down your query on a scrap of paper, stick it in an envelope and send it to us at the Face to Face address at the top of the page.

Some people plus Danielle (doing a Stevie Wonder impression) outside US Gold HQ.

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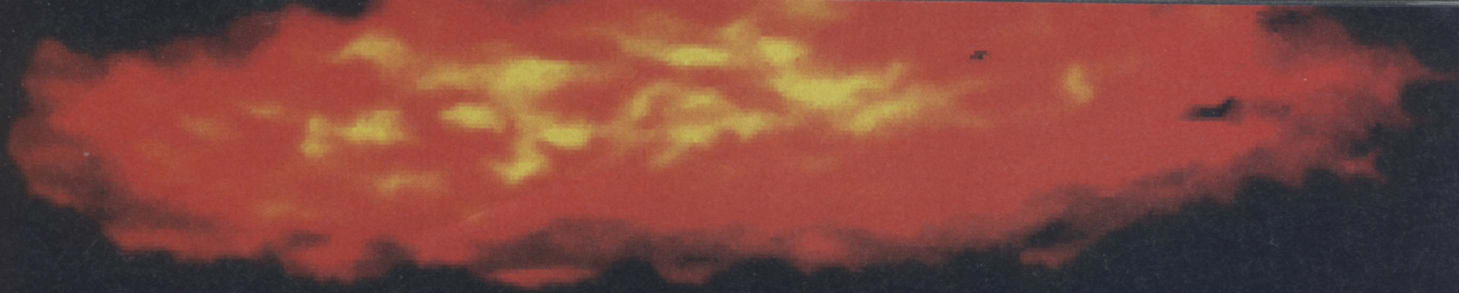
* Or brass, noise, cheese, knob, fish, duvet cover or any other euphemism starting with big that you prefer.



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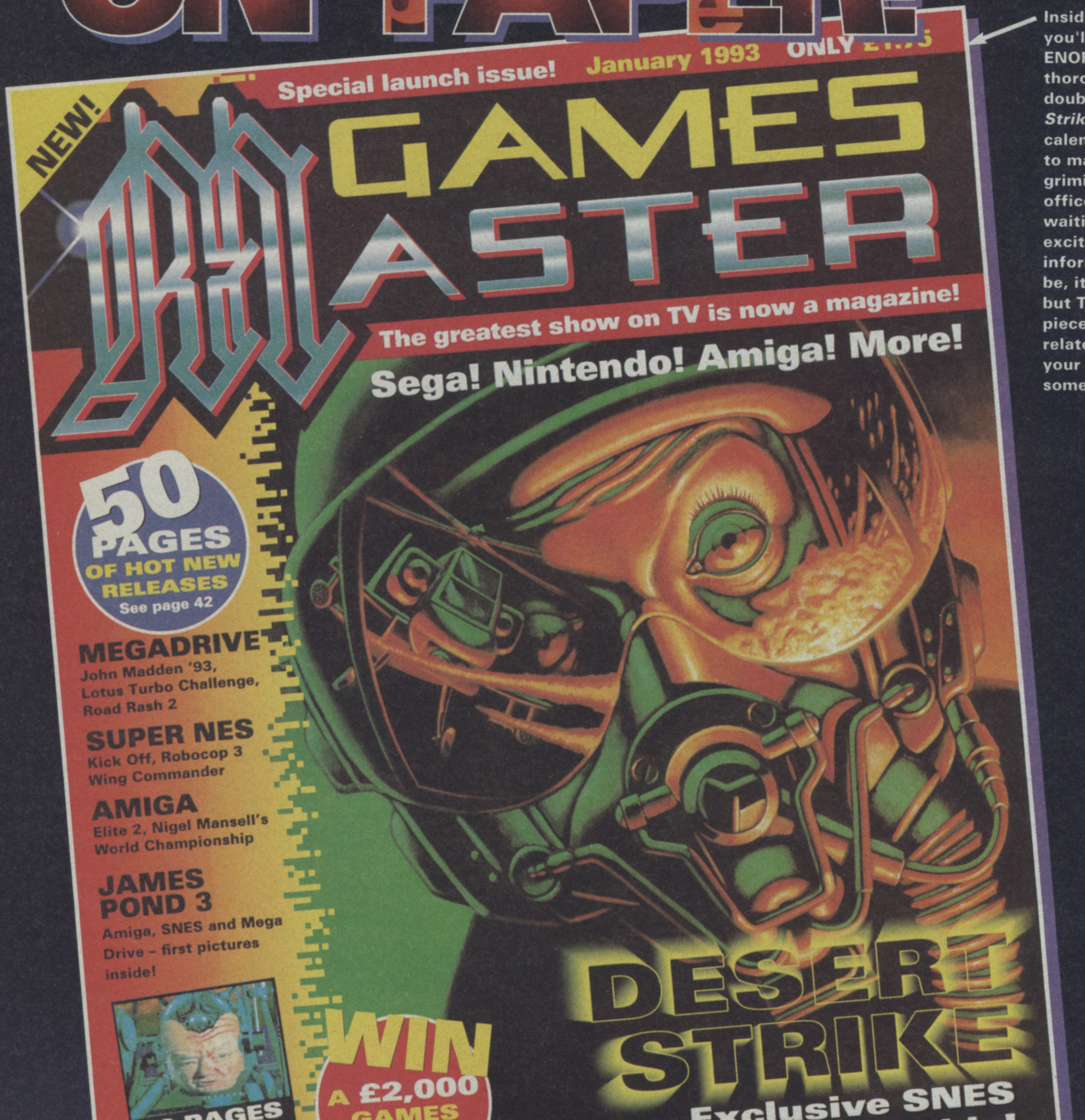

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The greatest show on TV is now a magazine!

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50 PAGES OF HOT NEW RELEASES See page 42

MEGADRIVE
John Madden '93, Lotus Turbo Challenge, Road Rash 2

SUPER NES
Kick Off, Robocop 3 Wing Commander

AMIGA
Elite 2, Nigel Mansell's World Championship

JAMES POND 3
Amiga, SNES and Mega Drive – first pictures inside!

20 PAGES OF TIPS FROM THE MASTER!

WIN A £2,000 GAMES STATION See page 40

DESERT STRIKE

Exclusive SNES review inside!

PLUS ALL THE LATEST NEWS ON NEO GEO, PC ENGINE, MEGA CD, GAME BOY, GAME GEAR AND LYNX!

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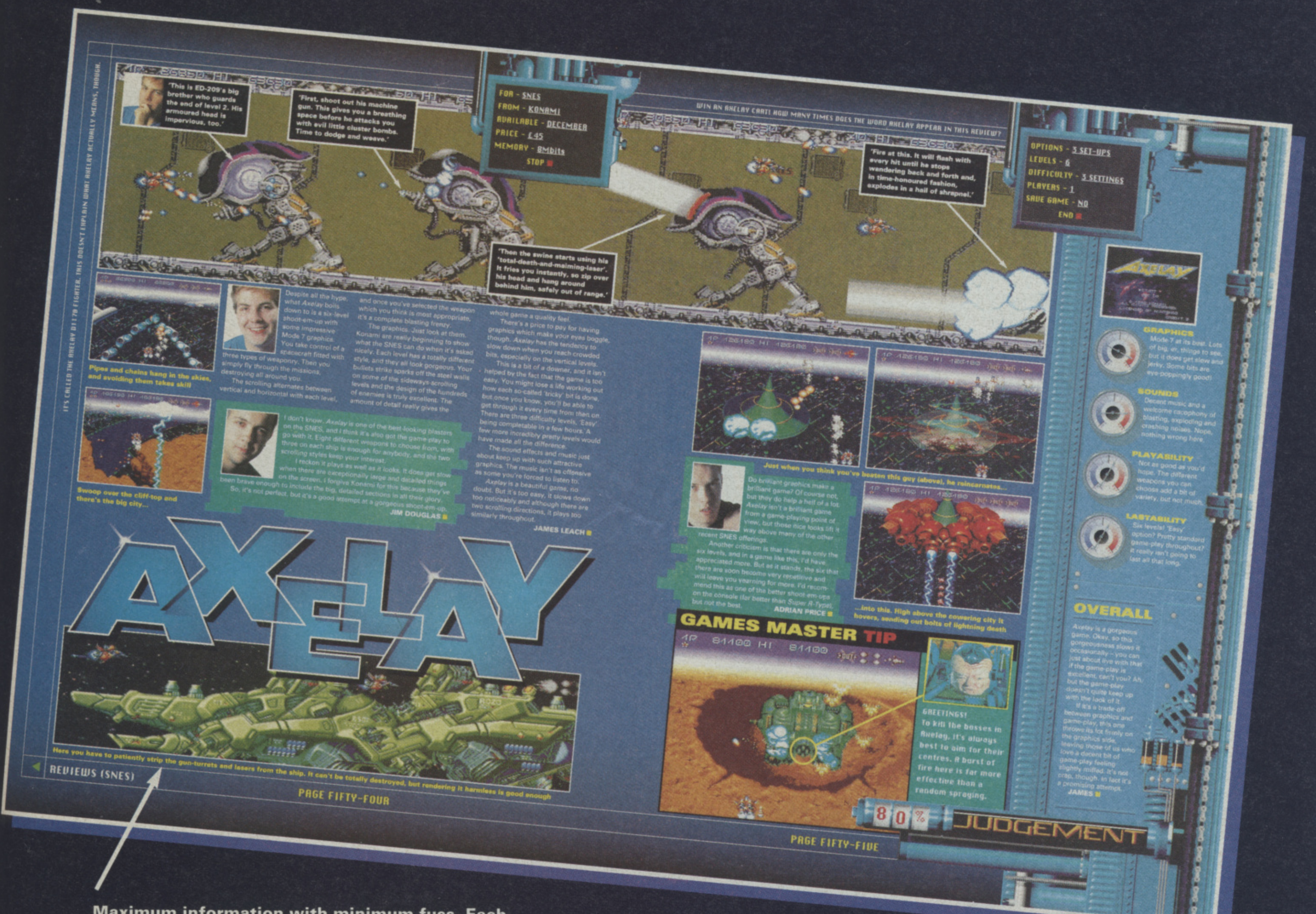
4 CHANNEL FOUR TELEVISION

Inside the first issue you'll find an ENORMOUS and thoroughly splendid double-sided *Desert Strike* poster-calendar. Guaranteed to make even the grimiest bedroom/office/doctor's waiting room a more exciting and informative place to be, it boasts not one but TWO excellent pieces of chopper-related artwork for your edification (or something).

Along with all the news, reviews, previews, celebrity challenges, giant competitions and a particularly diabolical quiz, each issue will sport a truly awesome tips section hosted by the oracle of all gaming knowledge, the GamesMaster himself.



IT'S CALLED THE AXELAY D117B FIGHTER. THIS DOESN'T EXPLAIN WHAT AXELAY ACTUALLY MEANS, THOUGH.

WIN AN AXELAY CART! HOW MANY TIMES DOES THE WORD AXELAY APPEAR IN THIS REVIEW?

'This is ED-209's big brother who guards the end of level 2. His armoured head is impervious, too.'

'First, shoot out his machine gun. This gives you a breathing space before he attacks you with evil little cluster bombs. Time to dodge and weave.'

FOR - SNES
FROM - KONAMI
AVAILABLE - DECEMBER
PRICE - £45
MEMORY - 8Mbits
STOP

'Fire at this. It will flash with every hit until he stops wandering back and forth and, in time-honoured fashion, explodes in a hail of shrapnel.'

'Then the swine starts using his 'total-death-and-maiming-laser'. It fries you instantly, so zip over his head and hang around behind him, safely out of range.'

OPTIONS - 3 SET-UPS
LEVELS - 6
DIFFICULTY - 3 SETTINGS
PLAYERS - 1
SAVE GAME - NO
END

Pipes and chains hang in the skies, and avoiding them takes skill

Swoop over the cliff-top and there's the big city...

Despite all the hype, what *Axelay* boils down to is a six-level shoot-em-up with some impressive Mode 7 graphics. You take control of a spacecraft fitted with three types of weaponry. Then you simply fly through the missions, destroying all around you.

The scrolling alternates between vertical and horizontal with each level, and once you've selected the weapon which you think is most appropriate, it's a complete blasting frenzy.

The graphics. Just look at them. Konami are really beginning to show what the SNES can do when it's asked nicely. Each level has a totally different style, and they all look gorgeous. Your bullets strike sparks off the steel walls on some of the sideways-scrolling levels and the design of the hundreds of enemies is truly excellent. The amount of detail really gives the whole game a quality feel.

There's a price to pay for having graphics which make your eyes boggle, though. *Axelay* has the tendency to slow down when you reach crowded bits, especially on the vertical levels.

This is a bit of a downer, and it isn't helped by the fact that the game is too easy. You might lose a life working out how each so-called 'tricky' bit is done, but once you know, you'll be able to get through it every time from then on. There are three difficulty levels, 'Easy' being completable in a few hours. A few more incredibly pretty levels would have made all the difference.

The sound effects and music just about keep up with such attractive graphics. The music isn't as offensive as some you're forced to listen to.

Axelay is a beautiful game, no doubt. But it's too easy, it slows down too noticeably and although there are two scrolling directions, it plays too similarly throughout.

JAMES LEACH

I don't know. *Axelay* is one of the best-looking blasters on the SNES, and I think it's also got the game-play to go with it. Eight different weapons to choose from, with three on each ship is enough for anybody, and the two scrolling styles keep your interest.

I reckon it plays as well as it looks. It does get slow when there are exceptionally large and detailed things on the screen. I forgive Konami for this because they've been brave enough to include the big, detailed sections in all their glory.

So, it's not perfect, but it's a good attempt at a gorgeous shoot-em-up.

JIM DOUGLAS

Just when you think you've beaten this guy (above), he reincarnates...

...into this. High above the cowering city it hovers, sending out bolts of lightning death

Do brilliant graphics make a brilliant game? Of course not, but they do help a hell of a lot. *Axelay* isn't a brilliant game from a game-playing point of view, but those nice looks lift it way above many of the other recent SNES offerings.

Another criticism is that there are only the six levels, and in a game like this, I'd have appreciated more. But as it stands, the six that there are soon become very repetitive and will leave you yearning for more. I'd recommend this as one of the better shoot-em-ups on the console (far better than *Super R-Type*), but not the best.

ADRIAN PRICE

GAMES MASTER TIP

GREETINGS!
To kill the bosses in Axelay, it's always best to aim for their centres. A burst of fire here is far more effective than a random spraying.

GRAPHICS
Mode 7 at its best. Lots of big, er, things to see, but it does get slow and jerky. Some bits are eye-poppingly good!

SOUNDS
Decent music and a welcome cacophony of blasting, exploding and crashing noises. Nope, nothing wrong here.

PLAYABILITY
Not as good as you'd hope. The different weapons you can choose add a bit of variety, but not much.

LASTABILITY
Six levels! 'Easy' option? Pretty standard game-play throughout? It really isn't going to last all that long.

OVERALL

Axelay is a gorgeous game. Okay, so this gorgeousness slows it occasionally – you can just about live with that if the game-play is excellent, can't you? Ah, but the game-play doesn't quite keep up with the look of it.

If it's a trade-off between graphics and game-play, this one throws its lot firmly on the graphics side, leaving those of us who love a decent bit of game-play feeling slightly miffed. It's not crap, though. In fact it's a promising attempt.

JAMES

80% JUDGEMENT

Here you have to patiently strip the gun-turrets and lasers from the ship. It can't be totally destroyed, but rendering it harmless is good enough

REVIEWS (SNES)

PAGE FIFTY-FOUR

PAGE FIFTY-FIVE

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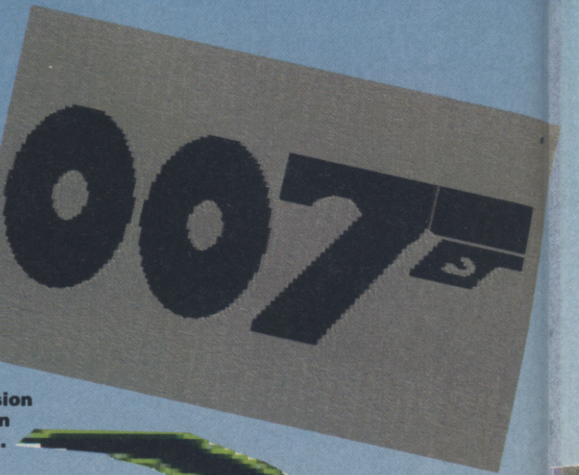
CF'S ARTY PARTY

Luvvies, darlings and dears, you are invited to the grand opening night of the Format gallery...

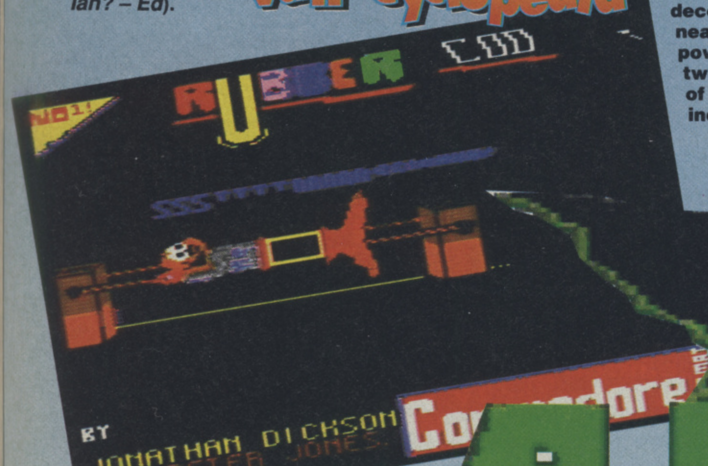
When we whammed *Saracen Paint* on the *CF*25 Powerpack we had no idea what we were unleashing. We made one little mention of sending us your pics on the contents pages and your entries flooded in. We were also running a special subscribers' compo, where we challenged the 'Subs Club' to draw a jokey title screen for 'games that never were' such as *RubberCod*, *Cook* and *Attack of the Genetically Varied Dromedaries*.

And here we present a representative spread of the piccies we've received. We needed a real expert to guide you through this pixel parade, but we couldn't find one. Then Ian Cyclopedia said his brother knew a bit about painting and so we asked him instead. So, ladies and gentlemen, please welcome... Vincent van Cyclopedia. (*Are you really sure about this, Ian? – Ed*).

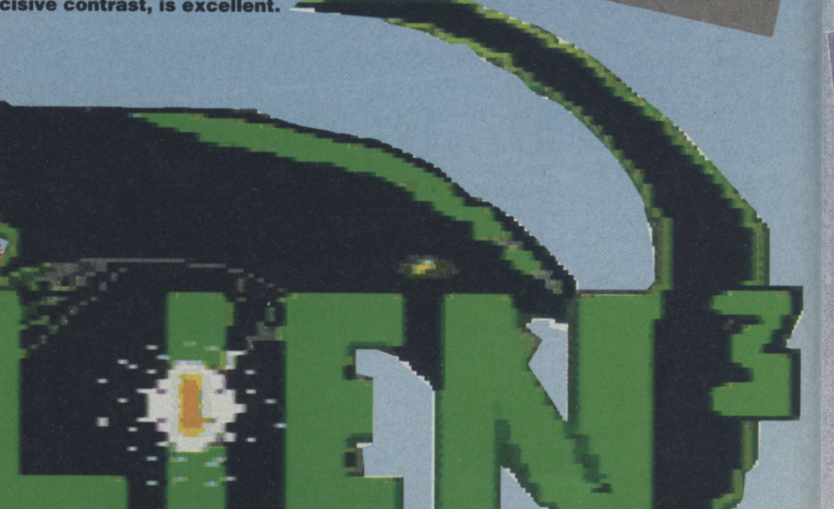
Vincent
Van Cyclopedia



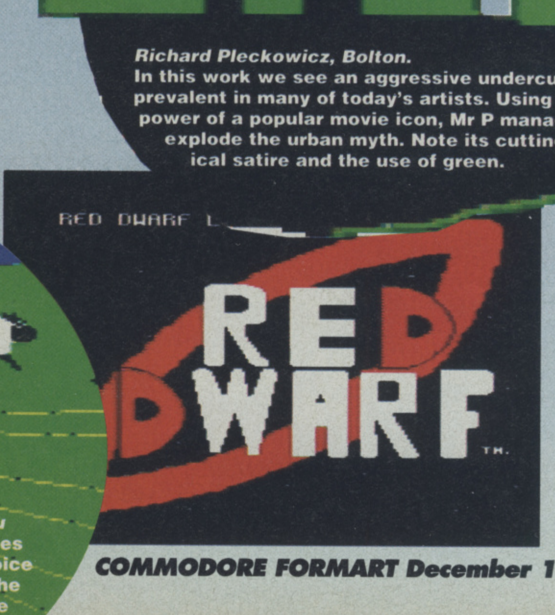
Richard Pleckowicz, Bolton. ▶
The name's Rich, James Rich. Well it isn't actually but it begs that comment. Here we see the recently deceased spy genre neatly encapsulated by powerfully simplistic use of two strong colours. The inclusion of the straight edges, for clean incisive contrast, is excellent.



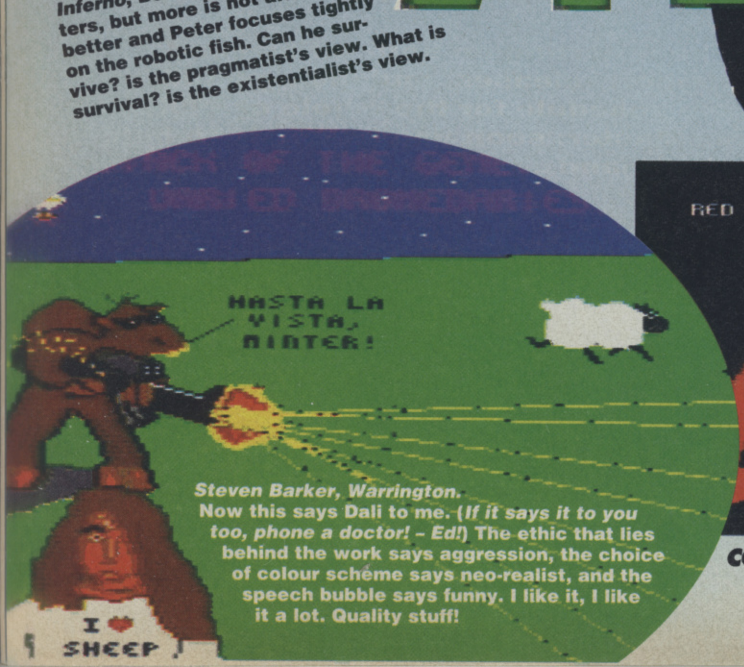
▲ ***Peter Jones, Gwent.***
Hieronymus Bosch used the same techniques as Peter to capture the feeling of anguish. Of course in *Inferno*, Bosch used more characters, but more is not always better and Peter focuses tightly on the robotic fish. Can he survive? is the pragmatist's view. What is survival? is the existentialist's view.



Richard Pleckowicz, Bolton.
In this work we see an aggressive undercurrent prevalent in many of today's artists. Using the power of a popular movie icon, Mr P manages to explode the urban myth. Note its cutting political satire and the use of green.



◀ ***Richard Pleckowicz, Bolton.***
An intriguing work. The double-edged sword of powerful solid text is combined with a neat eye-shaped oval and an apparently 'random' starfield. But has everything been left to chance? I think not! If you look closely you'll find an inverted representation of the constellation Cassiopeia. And we all know what that means...

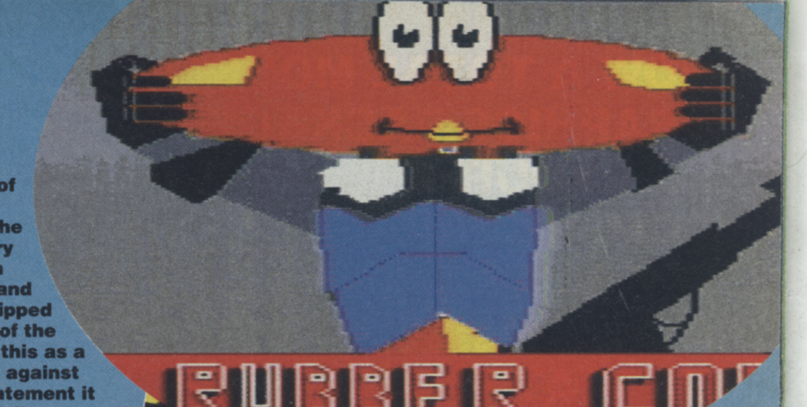


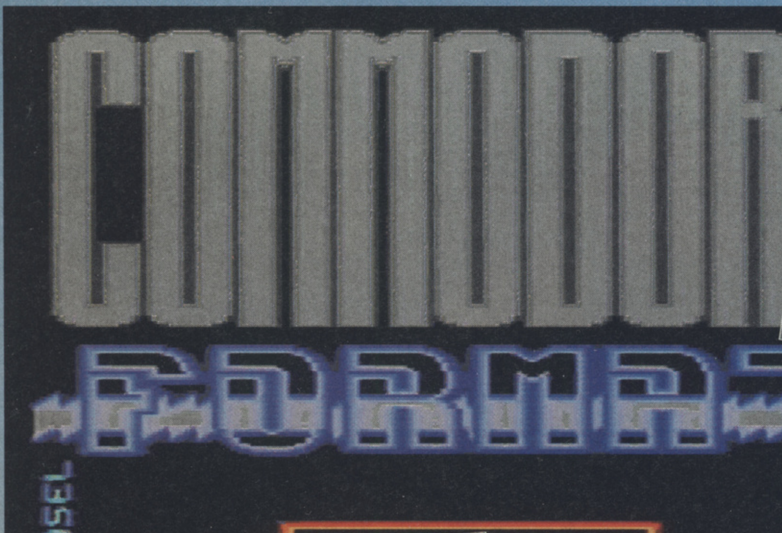
Steven Barker, Warrington.
Now this says Dali to me. (*If it says it to you too, phone a doctor! – Ed!*) The ethic that lies behind the work says aggression, the choice of colour scheme says neo-realist, and the speech bubble says funny. I like it, I like it a lot. Quality stuff!

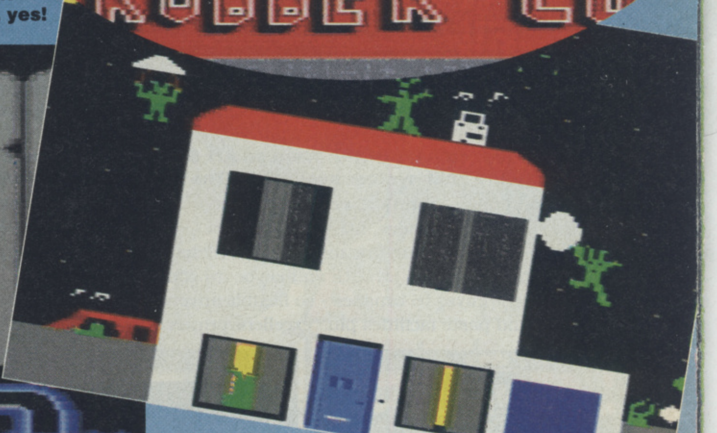
D Wesson, Sheffield ▼
A logo is more than your name: a logo represents you, it states your case and explains your purpose in a single artistic statement!

Here Mr Wesson has used colours to create a cyber-metal effect which combines with the airbrush style to create a pop-art feel. It's powerful, it's punchy, nay even raunchy, and it really says *Commodore Format* to me! (*But it says* Commodore Format *to EVERYBODY Vinny! – Ian.*) Yes but it says *CF* in so many different ways all of which try to describe the mag's unique appeal... (*Oh shut up! – TMB*)

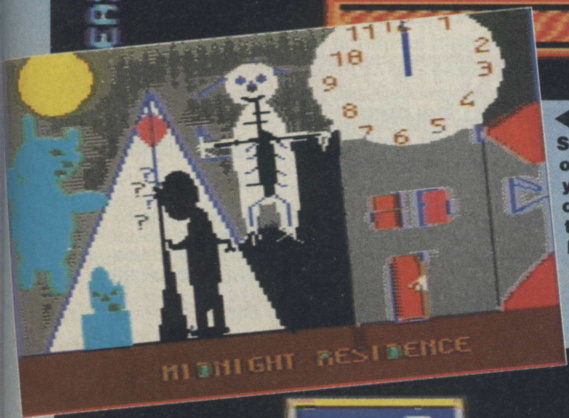
Leon DuMont, Cambridge. ▶
This one reminds me of the early works of Magritte. Ostensibly the base is that of ordinary life – represented by a suit of armour, a gun and an orange fish – but flipped with the introduction of the stretched head. I see this as a statement that rallies against the art world. As a statement it works, but is it art? Well, erm, yes!



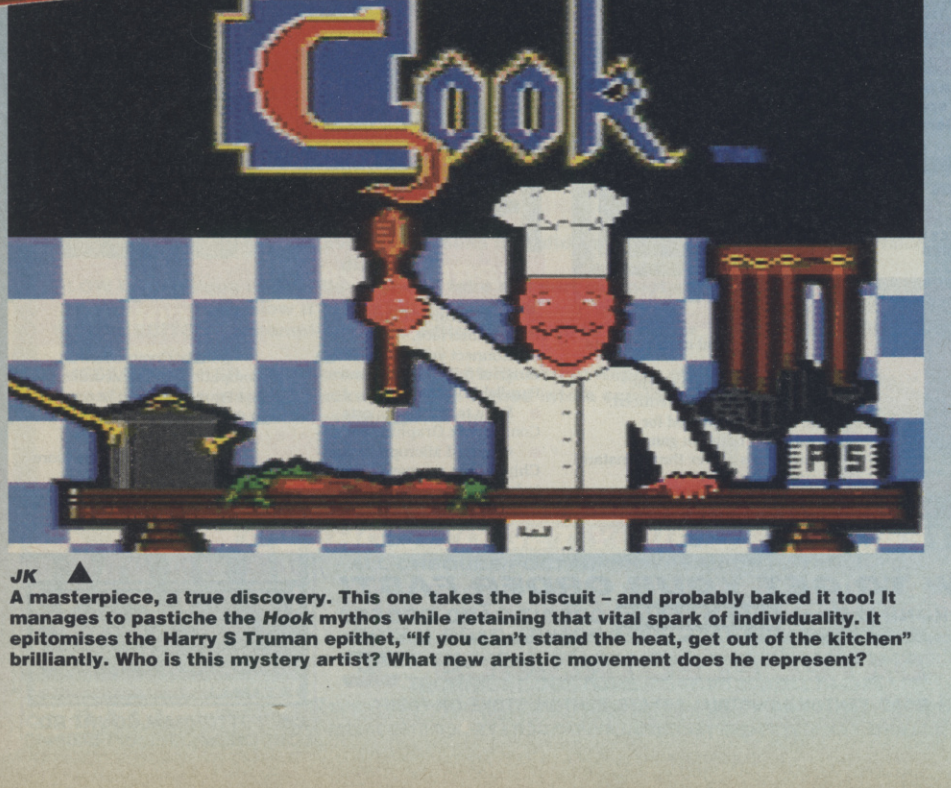




James O'Leary, Chatham ▲
Based on the famous Renoir *Midnight Resurgence*, this work has a cadence that's hard to ignore. Note the symbolic positioning of the characters around the effectively square house, yet despite this there remain post-modernist elements which offer urgent contradiction. Can the work survive this struggle? I think maybe it can, but this underlying question adds a tension that is really rewarding.



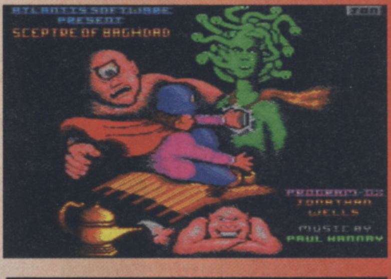
◀ ***W H Brade.***
Surrealism is a tough nut to crack, but once you grasp its basic principles you're off and handbag. Here the legend of Wounded Knee is neatly captured and transposed to the world of a modern housing estate. Its true power is that it forces you to question: why the pyramid? Why the elliptical clock? Why can't giraffes whistle?

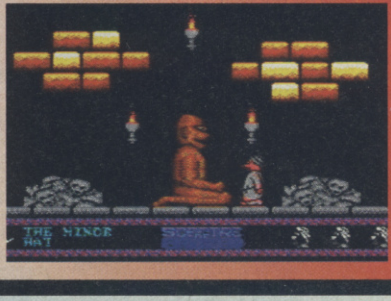


JK ▲
A masterpiece, a true discovery. This one takes the biscuit – and probably baked it too! It manages to pastiche the *Hook* mythos while retaining that vital spark of individuality. It epitomises the Harry S Truman epithet, "If you can't stand the heat, get out of the kitchen" brilliantly. Who is this mystery artist? What new artistic movement does he represent?

PRACTICE, AS THEY SAY, MAKES PERFECT

Still struggling to get the hang of *Saracen Paint*? Don't despair keep on plugging away. What you have is a powerful tool that can create stunning graphics. As an example look no further than this month's demo of *Sceptre of Baghdad*. The title screen and the graphics were all created in *Saracen Paint*! So stick with it and soon you too will be pixel painting with the very best!





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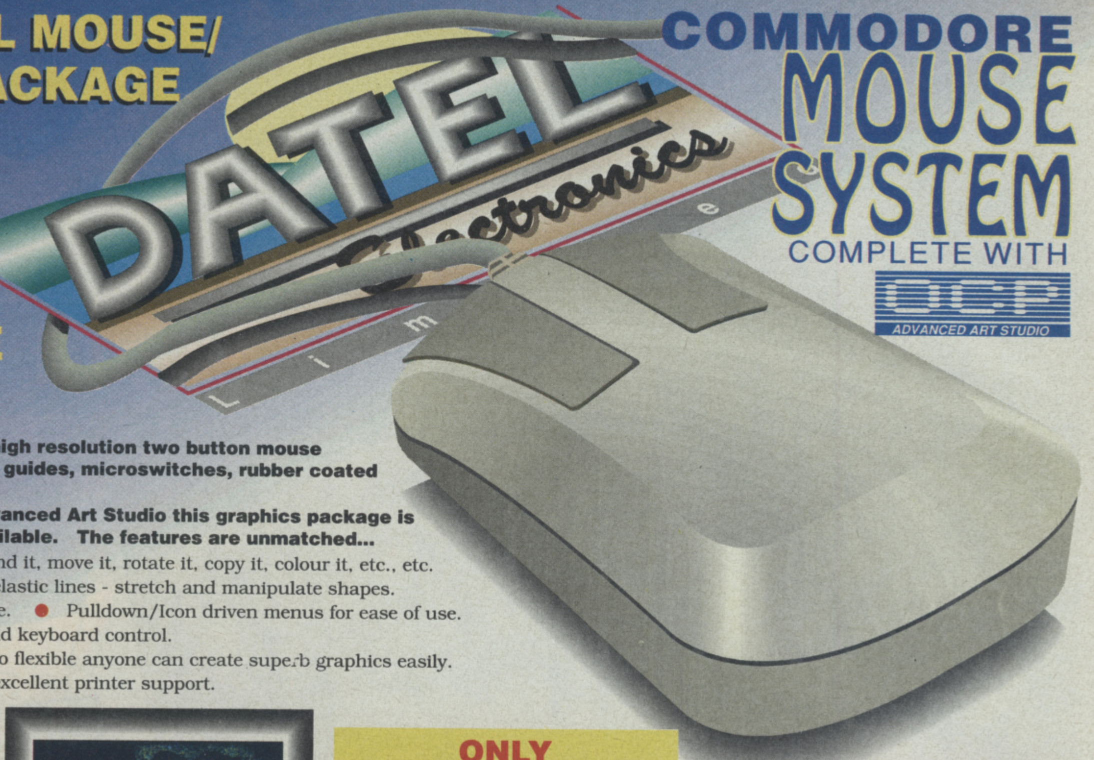

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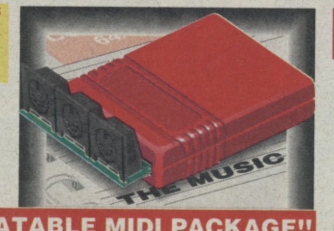

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INSIDE INFO

TYPE-IN TRAUMAS

Dear Inside Info,

1) In *CF*23 Mark Bennett wrote in about POKEs not working and the reply said that if a listing was saved to disk it was unlikely to work. Why? I've saved loads of listings to disk which work with some games but not with others. I thought that if you typed in something and then saved it, when you later loaded it back, it was the same as typing it in directly.

2) Can you tell me if there is a POKE that I can use to switch off the user port? I have a printer connected by an RS232 interface and some games don't run if it's connected.

3) I have a cartridge motherboard and if I plug in my Power Cartridge and switch the slot off, when I switch on the computer the screen goes grey and nothing comes on the screen. Why is this?

Mr D Hope, Forth Lanark.

Typing in listings can become a bit of a nightmare, but surely not this bad!

1) The confusion here is to do with the actual code that the listings create. What you get when you load it back from disk is exactly the same as what you'd get if you loaded the listing back from tape, which in turn is the same as what you will have typed in. It's what is generated by that listing when you RUN it that is the issue here. Disk versions of games are often different from the equivalent version sold on tape. They may not appear to be on the surface, but the code and the way the game loads usually vary. That's why some listings won't work with certain games – it shouldn't be to do with the fact that you are loading the listing from disk.

2) There isn't one that I'm aware of that wouldn't be changed by the game once it had loaded. The reason some don't work is due to the fact that the computer alters quite a few pointers in memory when it has to cope with the presence of an RS232 device. Other than to disconnect it, I can't think what you else can do to rectify this problem.

3) Datalux boards are not always reliable – it depends a lot on the cartridges plugged in. Basically either your motherboard or Power Cartridge is faulty. If the Cartridge works when plugged into the back of the C64 then I would send the motherboard back to where you bought it from and ask for a replacement.

PUT ON DISPLAY

Dear Inside Info,

I am interested in defining my own character sets and have managed to get hold of a character designer that generates DATA statements. But I don't know how to use the lines in my own Basic programs. Please can you help?

JJ Schouten, The Netherlands.

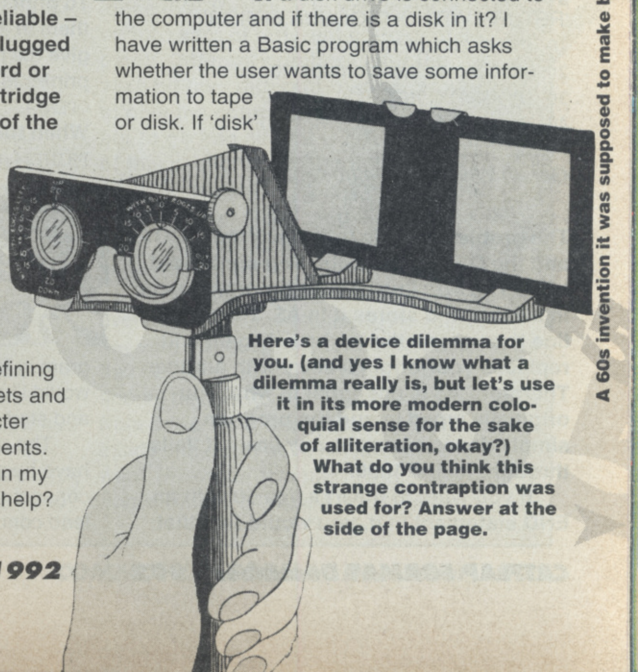
Yes indeed. Have a look at the program below; assuming you can program in Basic you should have no problem understanding what's going on. Just expand on the principles – add more DATA and change the number 2 in line 10 – and you should be able to use the DATA lines created by your designer program so that you can view your User Defined Graphics.

```
10 FOR N=0 TO 2
20 FOR X=0 TO 7
30 READ Y
40 POKE 8192+N*8+X,Y
50 NEXT X,N
60 POKE 53272,24
70 DATA 255,255,195,195,195,195,255,255
80 DATA 3,6,12,24,48,96,192,128
90 DATA 170,85,170,85,170,85,170,85
```

DEVICE DILEMMA

Dear Inside Info,

How can I tell in a program if a disk drive is connected to the computer and if there is a disk in it? I have written a Basic program which asks whether the user wants to save some information to tape or disk. If 'disk'



Here's a device dilemma for you. (and yes I know what a dilemma really is, but let's use it in its more modern colloquial sense for the sake of alliteration, okay?) What do you think this strange contraption was used for? Answer at the side of the page.

A 60s invention it was supposed to make black and white TVs look colour. Guess what? It didn't work. Worse, they made you look like Timmy Mallet.

is selected and no disk drive is present, the program stops with an error.
Steve Gillman, Poplar.

In Basic there is no simple way to detect whether or not a disk drive is present; it is much easier in machine language but you didn't mention whether that would be acceptable. As to whether a disk is present, that's a bit easier. Try something like this:

```
10 OPEN
   15,8,15,"I0":
   INPUT#15,E:
   CLOSE 15
20 IF E>0 THEN
   PRINT "ERROR"
```

The first line opens up the drive's command channel and attempts to initialise the disk in the drive. If there isn't one, an error will be generated by the drive itself and will be returned in the variable 'E'. Line 20 then checks to see whether an error actually has been returned. If so, no matter what it is, the program will display the word 'error'. You can obviously adapt this to your own needs.

AN OLD PET

Dear Inside Info,
We have just received an old PET system and would like to convert the disk drive to the C64. Which cartridge would we have to buy, where from and for how much?
Doctor Biggs, West Midlands.

Assuming you can convert the drive successfully, you will need an IEEE interface which you should be able to get from a company called Meedmore Ltd ☎ 051 521 2202. However, even if you do pick up the interface, the drive uses a different Disk Operating System to the ones you normally buy for the C64, so almost all commercial software will be incompatible with it. You should still be able to use it for your own programs, though.

Dino, being prehistoric, would be one of the oldest pets ever if a) he was still alive and b) he wasn't a cartoon character. Oh, Happy Christmas, by the way.

GET OR INPUT?

Dear Inside Info,
I have been trying to write a menu program in Basic. Could you tell me what is wrong with the following code? No matter what number I type it always goes to line 1000 then the second time it prints 'RETURN WITHOUT GOSUB ERROR'.

```
10 INPUT"CHOICE";A$
20 GET A$: IF A$="" THEN 20
30 IF A$="1" THEN GOSUB 1000
40 IF A$="2" THEN GOSUB 2000
```

Please help!
Gerald Whitaker, Renfrewshire.

The problem here is to do with the INPUT and the GET statements. You don't need both. The first line of your program reads in a value and stores it in A$. The second line then scans the keyboard again and replaces your original entry with another. Therefore A$ is not equal to what you originally typed in and the program simply doesn't jump to any line – it 'falls through' to line 1000.

If you were to insert a line 50 with an END statement in it, you would find that your program appeared to do nothing. So all you need to do is remove line 20 from the listing and everything should work perfectly.

PRINTING DIRECTORIES

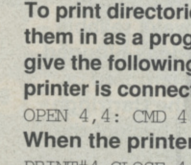
Dear Inside Info,
How can I print disk directory listings on to paper so that I can stick them to the disk sleeves?
Arjen Langebaerd, Holland.

To print directories out, you simply load them in as a program (LOAD"$",8) and then give the following command, assuming your printer is connected as device four:

```
OPEN 4,4: CMD 4: LIST
```

When the printer has finished, enter:

```
PRINT#4:CLOSE 4
```



AMIGA CONNECTIONS

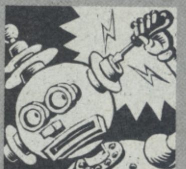
Dear Inside Info,
I have had a C64 for nine years and learnt how to program in Basic and a bit in Assembly. Now I would like to go further and buy an Amiga and start to program it using C and Pascal.

The only problem I can't solve is that I have heard that you need a SCART lead to connect an Amiga to a monitor but will that lead connect to an old Commodore 1701 monitor? There are three sockets on the back of my monitor which are called Audio, Luma and Chroma.

I hope you can answer this question as it has been puzzling me for quite a while.
Simon Perry, Kidderminster.

I hope you're not going to be turning your back completely on your trusty old 64? Hmmmm, anyway, I'll give you the benefit of the doubt and deign to answer what is essentially an Amiga question.

In order to connect an Amiga to a monitor, the monitor must have an RGB input which your Commodore 1701 simply doesn't possess. I would recommend that you get hold of a 1084S monitor which should come with the necessary leads for Amiga connection. Other than that, try to get hold of a second-hand package including an Amiga with compatible monitor. (Amigas can also be connected to normal television sets using a modulator – the 600 comes with one built in – assuming that you don't mind a drastic reduction in resolution.)



MOVING SPRITES

Dear Inside Info,
How can I make a sprite move around the screen?
Robert Drury, London.

Once you've got a sprite displayed on the screen, you can move it around by giving the command `POKE 53248,X` to change the positioning of it across the screen, and `POKE 53249,Y` to change its vertical placement on the screen. In both of those commands, `X` and `Y` are variables. For example, if you do all the POKEs and everything else that displays a sprite on the screen, the following program will allow you to move it around using a joystick.

```
10 X=150: Y=100
20 POKE 53248,X: POKE 53249,Y
30 J=127-PEEK(56320)
40 IF JAND1 THEN Y=Y-1
50 IF JAND2 THEN Y=Y+1
60 IF JAND4 THEN X=X-1
70 IF JAND8 THEN X=X+1
80 IF Y<50 THEN Y=50
90 IF Y>250 THEN Y=250
100 IF X<24 THEN X=24
110 IF X>255 THEN X=255
120 GOTO 20
```

ART PACKAGE

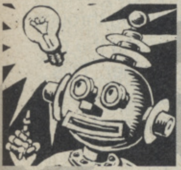
Dear Inside Info,
What is the best art package for the Commodore 64 and how much does it cost? Please tell me as I haven't got a clue.
Tony Bowen, Pembroke.

A rather excellent one, *Saracen Paint*, was featured on *CF* Powerpack 25 (And CF*25 cost just £3.25. For ordering your back issues please turn to page 64. This has been a public service announcement – Dave*). But another good one is the *OCP Advanced Art Studio* which is available from Datel Electronics in Stoke-on-Trent ☎ 0782 744707. It costs £34.99, and the package includes a mouse, which is handy when doing arty things.

WORTH THE ACTION?

Dear Inside Info,
Is the Action Replay cartridge worth £35?
Mark Webber, Blackwood.

It depends what you want it for. Put it this way – I never have mine unplugged from the back of the computer so I guess it's a case of, "the man from Inside Info, he says YES".



SPEED IT UP

Dear Inside Info,
In *CF*20 you printed a POKE that would adjust the cursor speed – namely `POKE 56325,0-255`. While this works perfectly well it unfortunately also adjusts the system clock and as a result the computer cannot keep real time. Please could you dig out a similar POKE that doesn't interfere with TI$ (which controls the system clock)?

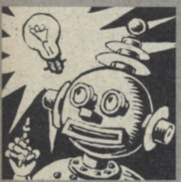
Also, is there a POKE or some small machine language routine that can alter the cursor during an INPUT command from the frankly rather dull reversed space to any character in the set?
Nick Wiltshire, Surrey.

Unfortunately, there isn't a POKE that speeds up the cursor flash rate without doing something to the real time clock of the C64, I'm afraid. If you want to change the character that appears during an INPUT statement you'll have to write a special routine in Basic that emulates the cursor flashing and the inputting of characters (use the GET command) which isn't too difficult. Otherwise you could redefine the character set. We supplied you with a program to do just that on the *CF*19 Powerpack (*Back Issue plug alert!!! See page 64 for ordering your back copies of* Commodore Format *– Dave*). Or you could try typing in this simple program:

```
1 POKE 56334,0: POKE 1,51
2 FOR X=0 TO 2047: POKE
  12288+X,PEEK(53248+X):NEXT X
3 POKE 1,55: POKE 56334,1: POKE
  53272,28
4 FOR X=0 TO 7:READ Y:POKE
  13568+X,Y:NEXT X
5 DATA 062,065,085,065,093,065,062,
  000
```

When you run the program it will take about two minutes to do its stuff. And what's its stuff? Well, it'll turn the cursor into a little face (sort of). The first three lines take the character set from where it normally resides in memory (where you can't do anything with it) and puts it in an area where you can fiddle about with it. Lines four and five actually change the cursor. Play around with the numbers in line five to achieve different results. For example, make all the data values zeros except the last three; make these 255. What you'll get is an underline cursor of the sort you get on PCs.

Want to make your sprite move naturally? Then here's a study of human motion to help you out. (Um, I'd ignore it if I were you.)



MOVING SPRITES 2

Dear Inside Info,
I managed to get hold of a C64 computer a couple of months ago but it didn't come with a manual. I've been trying to work out how to get sprites displayed on the screen and how to move them about. I don't suppose you could offer me some advice could you?
Andrew Hawkins, Skelmersdale.

Hey what else am I here for? (*To inflate Trenton's ego? – Dave*) That's what that Trentabulous Ed person hired me for. (*Don't overdo it – Dave.*) First of all there are a number of different attributes to a sprite that need to be changed or set. It would be impossible for me to mention here everything you need to know about sprites so I'll concentrate on how to set up one sprite.

The computer has one chip that governs all the graphical aspects of the C64 – the VIC (Video Interface Chip) – and the locations in memory that are important start at 53248. The following short Basic program will set up a sprite on the screen for you. Afterwards I'll quickly go through what each line does.

```
10 POKE 53248,150: POKE 53249,100
20 POKE 53275,0
30 POKE 53276,0
40 POKE 53271,0: POKE 53277,0
50 POKE 53287,0
60 POKE 2040,32
70 POKE 53269,1
```

Right then, line 10 will position the sprite wherever you want it. 53248 is the address for the horizontal position and 53249 that for the vertical position. Line 20 controls what is called the 'sprite to character priority' and it determines whether the sprite is displayed in front of character data on the screen or vice versa. Change it to `20 POKE 53275,1` to see the effect. Line 30 controls the multicolour register and will change the look of the sprite quite a bit if you change it to `30 POKE 53276,1`. If you set multicolour to ON then you also need to change locations 53282 and 53283 which determine the different colours. You should also notice that the resolution of the sprite is halved – it looks more blocky that usual. This is the price you pay for added colour!!

Line 40 controls the expansion of the sprite. In some games, like *Creatures 2* for example, you'll see sprites that are bigger than normal. By changing the 0s to 1s you will get a different effect. 53271 is the vertical expansion and 53277 controls the horizontal expansion. Either or both can be 0 or 1. Line 50 is the colour of the sprite – any value between 0 and 15 will get a different result and the colour numbers are the same as those for the border and background colours given when you issue the commands `POKE 53280,X` or `POKE 53281,X`.

Line 60 determines what the sprite looks like. Basically the memory is split up into a lot of different chunks of 64 bytes. Different numbers after the `POKE 2040` bit give different results. You have to give the computer some DATA as well but to go into all that is beyond the scope of this section unfortunately.

The last line of the program is the 'sprite enable register'. It allows the sprite to be viewed on the screen. POKE 53269,0 will switch it off (ie, make it disappear).

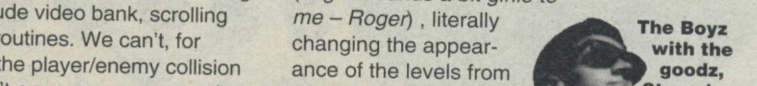
In this short space I haven't covered everything you need to know. As I seem to say with alarming regularity it's a subject that deserves a feature to itself. But you should be able to piece together enough info from this answer and snippets from previous Inside Info columns to achieve what you want. (*Previous columns? Hey, have I mentioned Back...? – Dave.*) (*Yes! Shut up! – Ed.*)

Let's make a MONSTER

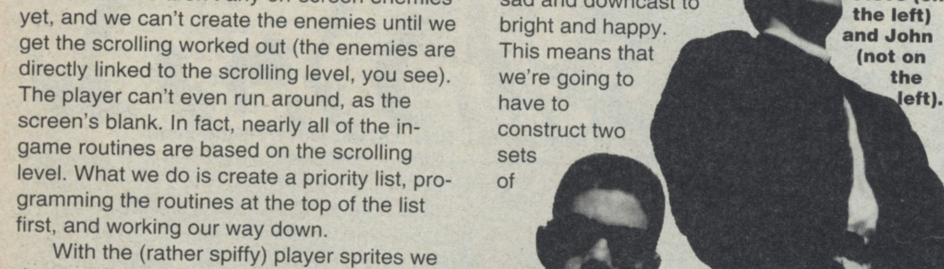
The Apex Boyz,* Steve and John Rowland, *have decided on the basic plot idea, main characters and game-play-style they want for their next blockbuster,* Mayhem in Monsterland. *Now in the second month of the game's development, they begin the hard work – programming.

Once we have the initial design of the game completed it's time to start programming. The first routines we tackle in our games are the screen-handling routines, which include video bank, scrolling and decompaction routines. We can't, for example, start with the player/enemy collision because there aren't any on-screen enemies yet, and we can't create the enemies until we get the scrolling worked out (the enemies are directly linked to the scrolling level, you see). The player can't even run around, as the screen's blank. In fact, nearly all of the in-game routines are based on the scrolling level. What we do is create a priority list, programming the routines at the top of the list first, and working our way down.

With the (rather spiffy) player sprites we designed last month and with the scroll routines about to be written we produce temporary test graphics. These will look relatively basic in design, but are used purely to test every condition in the scrolling routines; for example, checking that the colour scrolls correctly on every character. Once these are created the level graphics need to be transferred from the pencil sketches that were drawn last month on to the C64. Mayhem's task will be to spread joy and happiness throughout Monsterland (*Urgh! Sounds a bit girlie to me – Roger*), literally changing the appearance of the levels from sad and downcast to bright and happy. This means that we're going to have to construct two sets of graphics for each level. This means there is twice the amount of work to be done but, what the hell, it'll be worth it (we hope).



The Boyz with the goodz, Steve (on the left) and John (not on the left).



Your first glimpse of Monsterland – it's heavily influenced by the cubist school of art.

SEXY SEPTEMBER

WEEK ONE

JOHN At last, I'm programming a game which doesn't include a single Fuzzy-Wuzzy. For the last two-and-a-half years I've been making Fuzzies walk, run, jump, bounce fly and swim, not to mention die in dozens of gratuitously violent ways. So it comes as a great relief to be developing a game without Clyde and Co in it. We're going to use a similar scrolling technique to the one used in *Creatures* (just can't seem to get away from it) so most of this week was spent sifting through the *Creatures* source code, extracting the routines I needed for the *Mayhem* scroller. This will enable me to scroll the entire screen with colour on every character and at almost any speed (unlike other games that scroll two-thirds of the screen, with few colours and at relatively slow speeds) – so there!

STEVE To echo what John has been saying – YES!!! No more Fuzzies!!! I'll have to do some basic test graphics instead (but then, John says all my graphics are basic). These consist of some reversed characters in various colours (to test the colour scroll), some hi-res background colours (to test out any parallax that may be needed) and the odd (very odd) background platforms to test out player/background detection – when it's done.

Now with that lot out of the way, I grab my 2B and some recent sketches of level ideas and get on with drawing a good selection of platforms and backgrounds. There will be two character sets for this part of the game – Sad and Happy. I've made up my mind to design the Happy graphics first and then tone them down to Sad. It should be easier to create new levels which are bright and colourful, then tone them down than the other way around.

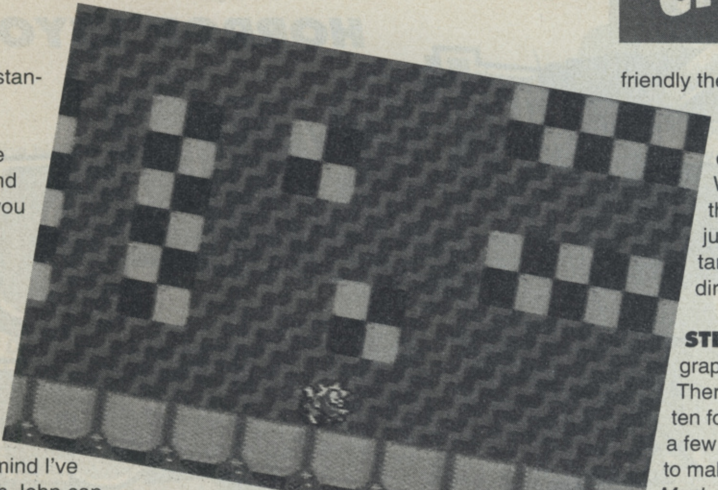
WEEK 2

JOHN All *Mayhem in Monsterland* consists of at the moment is a few screen set-up routines and the scroller. I've finally got the scroller to scroll now, even if it is just with the old *Creatures* graphics. It still only goes one way (from left to right), so I've got to spend days (make that weeks) upgrading it to the specification that we require.

Initially this means making the scroller bi-directional (so that it goes from right to left as well), but I also want to make it a hell of a lot faster while simultaneously cutting down the processing time it takes. Sounds impossible? Well, maybe it is, but I'm going to give it a go anyway!

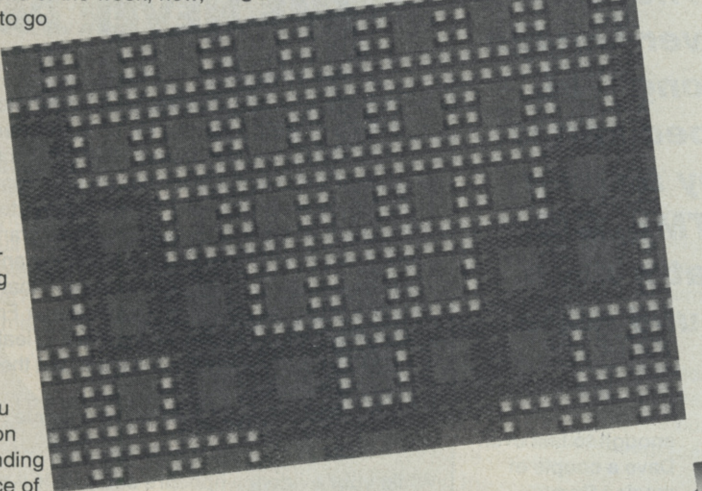
STEVE Unlike the *Creatures 1 & 2* graphics, *Mayhem in Monsterland*s will be more abstract with brighter and clearer colours. We thought that an abstract feel to the backgrounds would make this game stand out from other C64 titles, setting new standards (low ones, probably!).

One of the bad things about *Creatures* was that when you were walking along the scrolling level and came to what looked like a slope you had to stop and jump up it. With *Creatures 2* John actually put in code to make you walk up slopes, but this was only used on one torture screen which happened to be the last one in the game. *Mayhem* is going to feature hundreds of different slopes that Mayhem can run up and down at great speed (or so John tells me). With this in mind I've started drawing some slopes which John can use to test his slope code when he gets around to writing it.



Steve fancied a more stylised approach to the graphics this time, but he wasn't convinced that these early efforts conveyed the quite right feel.

JOHN It's nearing the end of the week, now, and I've got a long way to go before this damned scroller is complete. It's proving to be a tad harder than I thought. Oh well, it's Friday, so I'll have to drown my sorrows in copious amounts of extra strength cider in a nightclub tonight. (I'm starting to wish I had something go wrong every Friday.)



WEEK THREE

JOHN Well what do you know? I'm still working on the scrolling. I love spending weeks on the same piece of code about as much as I love being stuck in a lift with nothing but a rabid rottweiler for company. But at least it's getting there. Honestly it is. It's scrolling left and right under joystick control with some spiffy inertia which takes the initial speed of 1 pixel per 50th and accelerates it up to an amazing 8 pixels per 50th of a second (which is only eight times faster than *Creatures 1 & 2*, grin).

There are, however, a few bugs which need fixing, with one of the nastier ones only occurring every couple of days. I hate it when these pop up because you can't always tell if you've fixed them as you have no idea when they will happen next. But anyway, at least most of the scrolly code is done now, giving us a rough idea of how the game is going to feel.

STEVE These graphics are looking better every day. A lot of the stuff added in the last week has been designed around geometric shapes. For example, some of the platforms are based on triangles and pyramids. Some bushes and clouds are based on large circles. These basic shapes are quite effective, and relatively console-esque. This level, so far, also has a fair amount of chequered backgrounds. I still need to add some more colours to these graphics. I'll have to think of something to make it more cheerful, like smiley faces everywhere.

It's a shame it's Friday afternoon already, as this means that tonight we will engage in our weekly ritual of guzzling gallons of alcoholic beverages. (I so look forward to the weekend.)

WEEK FOUR

JOHN This week is player interface week. Yep, I've been teaching Mayhem to run jump and fall around the landscape. I've also written the 'charge-mode' routines. Mayhem normally walk around at a maximum of 3 pixels per 50th of a second, but pressing fire activates his charge-mode, causing him to charge at the mega-speed of 8 pixels per 50th of a second. As he charges he leans forward (with some radical animations which blur his feet because of his immense speed) and sticks his horn out (ooer). This will be used to impale his adversaries, but only when he's charging. Normally he must jump on the bad guys to kill them. (Now, where have I seen that before?)

With Mayhem jumping around now we're getting a pretty good idea of how user friendly the game will feel. It shouldn't feel sluggish or unresponsive. Mayhem should do what you want him to do, when you want him to do it. Which luckily, he does. We call this the User or Player interface. I just need to make the minimum distance he walks when he swaps directions smaller, ho hum…

STEVE I'm taking a break from the level graphics to do some *Mayhem* music. There were lots of pieces of music written for *Creatures 2* that were never used, a few of which could be adjusted slightly to make them good enough to use in *Mayhem*. Others will be started from all sorts of inspiration. Be it at a club, singing in the bath, on the… whatever. I have started a bit that was loosely based on the music on the *Creatures 2* demon screen message print, and it's pretty good, too.

I spent the second half of the week designing a new game font. It's all in upper case, though the idea of having upper and lower case in the same font was in contention. We decided against that, though, because all the letters and numbers will be designed using four characters (arranged in a square), and with around 70 of them to draw (A to Z upper case, a to z lower case, 0-9 and some punctuation), there wouldn't enough characters in the C64 character set to be able to come up with the amount of combinations we would need.The font wasn't finishedy by the end of the week, but it should be ready so that you can have a sneak preview next month. (Can you stand the suspense?)

THE SAGA CONTINUES

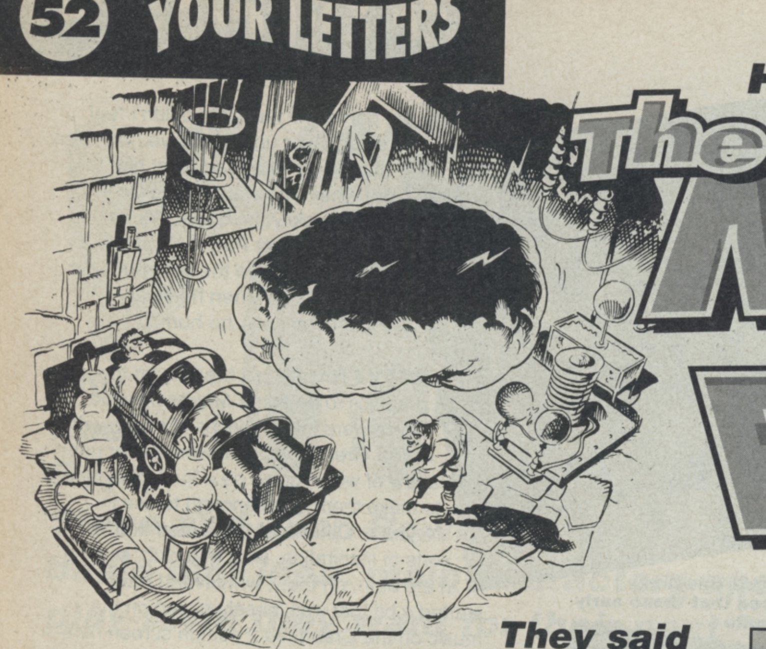
Check out issue 28 for the next excellent installment. Yes siree, we'll be back in 30(ish) days with yet more frivolous details of Monsterland production. Ranging from the creation of the new levels through to getting Mayhem to run up slopes and ending up in our usual Friday night state of inebriation.

Ian
Cyclopedia

IAN CYCLOPEDIA'S GUIDE TO SPEED AND HOW TO HANDLE IT

The Rowland 'Boyz' (although it's against my nature to use such abuses of language, in this case I will bow to their lexigraphical preferences) have been using a lot of expressions like '3 pixels per 50th' this month. What do they mean? Well your TV updates its screen 50 times a second and the Boyz can tell your C64 to do the same thing. This means that if a sprite moves one pixel every 50th, in one second it would move 50 pixels. If a sprite moves 2 pixels per 50th then in a second it will move 100 pixels, and so will appear to be travelling faster.

When the 'Boyz' say that they're scrolling the entire screen at 1 pixel per 50th, this means that all the platforms will move a distance of 50 pixels in a second (as with *Creatures*). But when they mention speeds of 8 pixels per 50th the platforms will be moving at a whopping 400 pixels per second. In other words, *Mayhem* is going to be an outstandingly fast game. You're going to need very fast reflexes to survive.



HORROR BEYOND BELIEF!

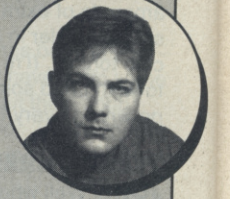
The Mighty Brain

CERT X

They said it could never happen here, but they were wrong! The Mighty Brain has escaped and is looking to get even... by answering any letter marked TMB, C/O Commodore Format, Bath, Avon BA1 2BW! It doesn't sound quite right, but it's true!

RHYME NEVER PAYS

Dear TMB,
You can hide it no longer, I have uncovered a conspiracy in *Commodore Format*. Yes, Roger Frames is a fake, and I can exclusively reveal his real identity. He is none other than James Leach, Dep Ed of *Commodore Format*. How do I know, you ask? Well on page 49 of *CF*25 in the *Badlands* review 'Roger' or rather James is exposed. You see 'Roger' has written a sentence and then Dave (Golder) says, "bad grammar James", referring to the previous sentence and implying – shock, horror, gasp, scandal – that James wrote it, which in turn implies Roger Frames is James Leach. I have taken great risk to leak you this info and my life may be in danger, but they'll never take me alive!
Yours 'on a hideout tip, 'cos they're after me',
Mr V. Tibbs



While your evidence appears sound it is – unfortunately – wrong and Roger Frames does exist. It is true that Dave did feel the need to publicly pull the author up at this point – it was after all a sloppy bit of work. This explains the insertion. The entry you quoted was much like the original he typed, in every respect but the name. On the first draft of the page Dave wrote Frames. He then passed it to Lisa to lay-out. Like any good designer she read the piece and came across Dave's remark.

Now it appears – to me at least – that Lisa has taken young Roger under her wing and so she changed the name to that of her arch-enemy James (they were at each others throats all the time!) This change was missed at the proof reading stage and went to print. Simple!

Besides, if Roger was really James, who wrote Roger's section up until *CF*18? And more to the point, now that James has left who wrote it this month? ***TMB***

SONIC THE GECO?

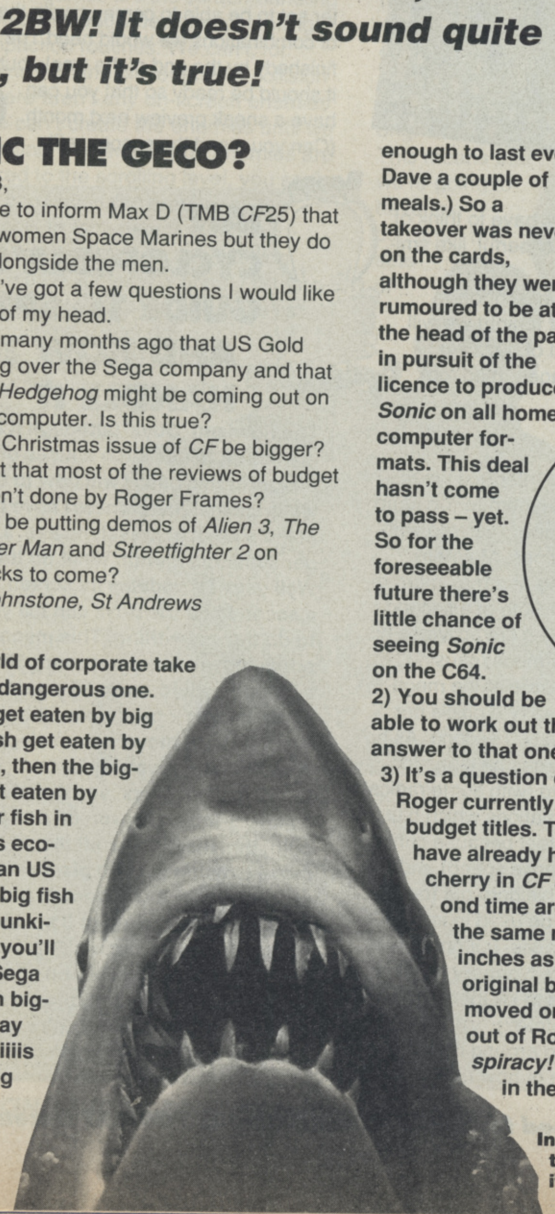
Dear TMB,
I would like to inform Max D (TMB *CF*25) that there are women Space Marines but they do not fight alongside the men.

Now, I've got a few questions I would like to get out of my head.
1) I heard many months ago that US Gold were taking over the Sega company and that *Sonic the Hedgehog* might be coming out on the home computer. Is this true?
2) Will the Christmas issue of *CF* be bigger?
3) Why is it that most of the reviews of budget games aren't done by Roger Frames?
4) Will you be putting demos of *Alien 3*, *The Lawnmower Man* and *Streetfighter 2* on Power Packs to come?
Charles Johnstone, St Andrews

1) The world of corporate take overs is a dangerous one. Little fish get eaten by big fish, big fish get eaten by bigger fish, then the bigger fish get eaten by even huger fish in turn. In this economic ocean US Gold are a big fish – highly chunkified I think you'll find – but Sega are an even bigger fish – say about thiiiiiiiiis big! (Yes big enough to last even Dave a couple of meals.) So a takeover was never on the cards, although they were rumoured to be at the head of the pack in pursuit of the licence to produce *Sonic* on all home computer formats. This deal hasn't come to pass – yet. So for the foreseeable future there's little chance of seeing *Sonic* on the C64.

2) You should be able to work out the answer to that one yourself now.

3) It's a question of originality, you see. Roger currently reviews only re-released budget titles. These are the games that have already had one bite of the review cherry in *CF* and we realised that second time around they didn't deserve the same number of column inches as brand, spanking new, original budget releases. So we moved original budget releases out of Roger's section (*It's a conspiracy! – Roger*) and put them in the main games section.



In the murky depths of the software industry it's a fish eat fish world.

4) We'll put demos of all the latest and (potentially) greatest games on our tape, so you can decide if it's the kind of game that you want to spend your cash on. Saying which month a particular demo will be on the Power Pack is a tricky business, coding games being such a creative business. What I can promise, though, is a demo of *Streetfighter 2* in the next couple of months! ***TMB***

GREAT SCOTT!

Dear Blob (TMB),
As you are the mightiest of brains I know you will answer my questions.
1) Is there a system which can transfer Sega

games to Commodore cassettes?
2) Do *Dizzy* games have levels?
3) Is *Creatures 2* worth its price?
4) Is this letter going to end up in the bin?
Yours hoppingly (*Hoppingly? – TMB.*)
Joe Bloggs, North Pole.

1) Nope. Sorry, Sega systems and C64s are completely incompatible.
2) It depends on which *Dizzy* games you're referring to. The *Dizzy* arcade games (eg, *Bubble Dizzy*, *Dizzy Down the Rapids*) do have levels, as the aim in these is gaining points. The *Dizzy* Adventures (eg, *Treasure Island Dizzy*, *Dizzy Prince of the Yolk Folk*) don't have levels because they concentrate on solving puzzles. Both also work on a number artistic levels, most obvious of which are Dadaist and Surrealist.
3) Yes, yes, yes, yes. But if I haven't made myself clear, check out the complete guide to *Creatures* 2 this very issue, starting on page 10, I think you'll find!
4) Yes!

TMB

AROMA THERAPY

Dear TMB,
I've got a few questions for you.
1) Why don't you do a full review of *MUD*?
2) Why are you such a pleb?
3) Do you like smelly feet?
4) Do you know how to make a computer from a banana?
5) Is this question 5?
6) What would happen if I put you in a microwave? (Yum, yum!)
7) Don't ya just love meat with all the nice blood pouring out of it? I do!!!!!!!!!!
PRD, Aberdare.

1) It's the regional difference in consistency you see. Down in the South West it's all firm, in the East it's more dampish, while up North they have quality soil! Ah, erm, wrong *MUD*. Yes, we might do something on *Multi-User Dungeons* in the near future!
2) I'd love to have been a pleb! Think of it – the freedom to wander the streets in Ancient Rome, to live at the height of the Caesars. It would have been most fascinating. Unfortunately, I am not and will never be a pleb.
3) As a person who has no limbs, I'm not all that keen on feet. Luckily, as I don't have a nose either, smelly feet are no more offensive than fresh ones!
4) Doesn't everybody?
5) If it's not then this isn't answer 5!
6) It would probably end up in a nasty accident – for you!
7) I prefer blood flowing through meat as part of a living, breathing animal! Of course my different dietary needs to yours mean that I am spared this moral dilemma.

TMB

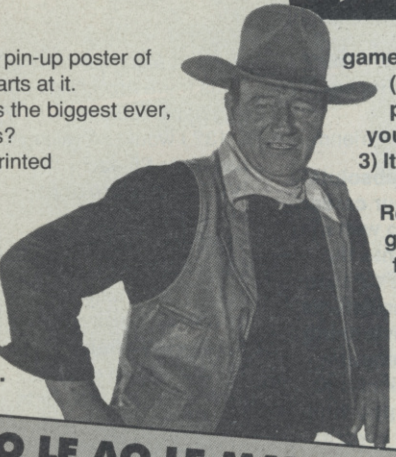
A LITTLE BOARD

Dear grey blob with brainpower,
Hello. I would like to ask you a few questions. As this is my fifth letter to you if you don't print this one, I will buy a pin-up poster of a brain and throw darts at it.
1) Which game was the biggest ever, with the most levels?
2) Have you ever printed a quick cheat for *Rainbow Islands*?
3) Has *Rainbow Islands* been reviewed in *CF*? If so what did it score?
4) In *Famous Five On A Treasure Island* (Power Pack 24) how do you make friends with George? When I try she always says 'get lost' or something like that.
5) Is there life on Mars?
Hoppy the Bush Kangaroo.

1) The biggest ever would have to have been the *Ultima* Series which progressively mapped an entire continent or *Elite* which gave you an entire universe to explore (plus 'Witch Space'). As to the number of levels, that's an impossible question to answer. The problem is with games like *Lode Runner* (which had over 100 levels) you also got a level designer. This means that the actual limit was virtually infinite, the upper limit being dictated by your imagination.
2) We haven't printed a quick cheat, but a very long one, a complete solution to the game, stretching over 10 pages (*CF*21 four pages, *CF*22 four pages, *CF*23 two pages). Have you tried reading faster?
3) It was released at full price before *CF* ever came into being, but Roger Frames caught it in his budget re-release safety net only a few issues ago; *CF*19 to be precise. He awarded it a Corker and 92 per cent. Strange that – he's even stingy with his marks!
4) I believe that the social norm' for your species requires that you be nice to her by sending her flowers, buying her the odd box of chocolates, taking her to the cinema, etc. Obviously there are going to be a few problems with George only being a character in a computer game but a little imagination should see you through...
5) Well, there was when I was there, at least!

TMB

PS Any relation of TV's famous *Skippy*?



Strangely the Eldorado TV series featured none of the original cast from the film.

ALL HAIL O LE AO LE MALO

Dear TMB,
Please answer these questions or I'll eat you, faggot head!
1) Do you like *Eldorado*?
2) When will *Nick Faldo's Golf* be out?
3) When will *Turbocharge* be out on budget?
4) How come *Five On a Treasure Island* on the *CF*24 Power Pack didn't have the illustrations that were you published when you reviewed the game?
5) What's the capital of Western Samoa?
Yours wonderingly,
M Pengellyy, Plymouth.

1) I'm not sure to which Eldorado you're referring. The place is a myth, so I wouldn't know. The film was a bit soggy, riddled with western clichés and not even the great John Wayne could save it. As for the TV programme, I am a highly intelligent brain, so what do you think?
2) Soon, December'ish 1992.
3) As soon as it's sold over to a budget publisher. In the past all the System 3 budget stuff seems to have gone out on the Kixx Label. At the moment they are currently looking for the next crop of budget scorchers (see Face to Face on page 30 for more details).
4) The version featured in the review was the disk version, which came complete with some pretty neat piccies. On tape, though, these would have made the game an unbearable multiload from hell, so Enigma Variations didn't put them on. *The Famous Five* game on our Power Pack was obviously the tape version.
5) Apia, with a population of 33,186. Interestingly, the head of state – the equivalent of your Queen and America's President – is called the O le Ao O le Malo. Now that's what I call a title!

TMB

FAN IN A SPIN

Dear TMB,
1) I am a real *Dizzy* fan! Do you know anywhere that I can get info on him?
2) Can I have the telephone number of CodeMasters?
3) Why don't the *CF* crew design mini adventures of *Dizzy* for the Power Pack?
Gavin McBride, No address

1) Well, you could try joining the Codies club, which we covered in depth last issue. To join all you need to do is send them the 'bar codes' from five CodeMasters games – you know the bits that look like III IIIII IIII II. Then they keep you posted with all the latest info on all Codies releases, especially *Dizzy*. The address is Cartoon Time Club, CodeMasters, Lower Farm House, Stoneythorpe, Southam, Warks CV33 0DL.
2) And the telephone number for the company is ☎ 0926 814132.
3) Well, you see we have a little problem with *Dizzy*. We don't mind his games – they're fun to play – but it's him! He's such a prima donna and a pain to work with. (*Strange. There's someone else 'round here I could mention who's a bit like that – Ed.*) Anyway we'll let rip in full effect next month. We've got a little treat that I think you're gonna like!

TMB

GIVE US A JOB!

Dear TMB,
I am writing to you to ask if I could have a job on your magazine. I am only 10 years old and my name is Wayne Coulson. I would like to do a job like Roger Frames, only I would only

do full price games (for the C64). I love playing games and my all-time fave is *Rodland*.
Wayne Coulson, Darlington.
PS If you give me the job I'll be your friend.

Well, Wayne, you've picked the absolutely perfect time to start planning your career, although I'm afraid you'll have to wait a few years. There's no set route into the computer journalism world – the *CF* team is made up of graduates, shop assistants, bakers, an immunologist and advertising salespeople. But the world of computer gaming is finally making its mark and so I'm sure there will be plenty of opportunities for you in the future (*Maybe even at Future! – Ed*). To give yourself the maximum chance, though, keep playing the games and concentrate on further polishing your English skills – although they're already pretty good.

TMB

PS I like to think of everybody who reads or writes for *CF* as friends – except those reprobates Frames and Cyclopedia!

JONATHAN H!

Dear TMB (The Mighty Bogey),
Hi, it's me again from *CF*25. First and foremost I would like to complain to whoever prints your section of the mag, because when I last wrote to you, you spelt my name incorrectly. It's spelt JONATHAN not JOHNATHAN! There's no 'H'.

Right, enough of being boring and full of complaints. On with the questions:
I) Is it me or does the drawing of Lisa Nicholls look like Andy Crane?
II) Is anybody going to get the licence for the arcade versions of *Moonwalker* or *T2*?
III) Is there any chance of getting back issues of *CF*1-7 or 9-13? I would be willing to pay up to £5 each!
IV) Do you know absolutely everything?
V) Where can I get a new C2N? How much will it set me back?
6) Why am I using Roman Numerals?
7) How old are you?
8) What do your parents look like?
9) Ußöë/Σπå≈z?
Au revoir,
Johnathan, Washbrook.

Jonathan, sorry about that previous error. I know how irritating it can be – I hate being referred to as 'The Mighty Brian'. The typist in question has been punished – they've been made Personal Assistant to a Sontaren (*a well 'ard* Dr Who *monster! – Dave*).
I) No! Never! Well now you mention it... in fact, in real life she looks a little like... (*Just say one more word! – Lisa.*)
II) There have been no announcements as yet, so it doesn't look likely.
III) Nope, sorry but they really have all sold out. *CF* is just so incredibly popular. We even ship a few copies out to Thoros Beta (they don't have C64s there, but they think that Lisa is a great spiritual leader). If we had any left we would sell them for their original price (plus packaging and postage). The only person who'd be foolish enough to part with their copies for anything less than £10,000 would be Frames – but he's rented out his copies to friends on a page per hour basis!
IV) Well yes and no. It's like this. There is no finite sum of knowledge. As the universe expands it constantly changes – in many different ways – and so knowing everything would simply provide a snapshot of everything at one specific point in time. This knowledge, while impressive, would swiftly become redundant as changes in the space/time continuum multiplied. I could, if I wanted, retain such a vast pool of data, but this wouldn't be worth the effort. I simply have the capacity to know (or, more precisely, calculate, given the current conditions and forces acting upon any said 'thing') absolutely everything almost instantaneously.
V) We get ours from out local branch of Tandy, and they set us back about £25.
6) You're not!
7) See answer nine.
8) Mother was beautiful, tall, slender and yet homely. Dad was a big proud brain who sported the most outrageous handlebar moustache!
9) ∑≤å-§¡ øµn √˙∂∂œ and a half!
Auf Wiedersehen.

TMB

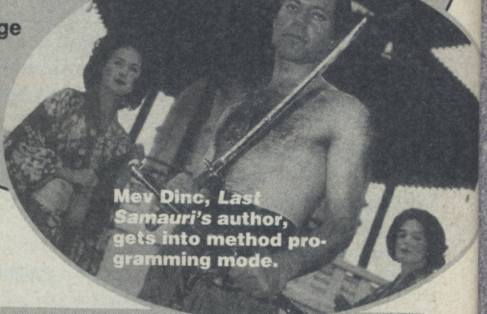
James Caan was called Jonathan E in original cuts of *Rollerball*, but the BBC has re-editted the film to remove drug references – so he's now Jonathan H!

AT LAST SAMURAI

Dear TMB,
We have a little problem to solve: *First Samurai*, where is it? It was supposed to be released in February! It's now September and it still hasn't appeared in the mail order ads. I rang up Image Works and they said that UBI Soft were going to release it. Is this true? When will it be released? Will it be as good as the version you reviewed?
Sam Charles, Bream.

***First Samurai* is on its way right now. The delay was simply while the contracts that Mirrorsoft (Image Works) owned were sorted out early this year. UBI Soft have now obtained the rights to market the game, which as we pointed out in the review, is a Corker. See 'Snippets' on page 63 for details.**

TMB



Mev Dinc, *Last Samauri's* author, gets into method programming mode.

THE RAPID FIRE ROUND

- Could Ocean, US Gold or System 3 bring out a game that would only be available for the Commodore?
Stephen Johnston, Ballycare.
Yes they could! For proof look no further than *Creatures (1 & 2)* from Thalamus which are undisputed classics, and financial successes, and have only ever seen the light of day on the C64.

TMB

- A friend at school told me that Nintendo might taking over Commodore. Is this true?
Peter Holl, Rochester.
No way. It was a wild rumour that spread around the computing world fast. As rumours go, though, it was doozy!

TMB

- Has anyone's Mum ever completed *Flimbo's Quest*? Mine has!!!
C Price, Long Crendon.
Yes... yours!

TMB

- Have you ever forgotten something?
The Old Ones, Sturbington.
If I had, how would I know?

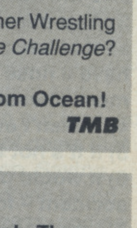
TMB

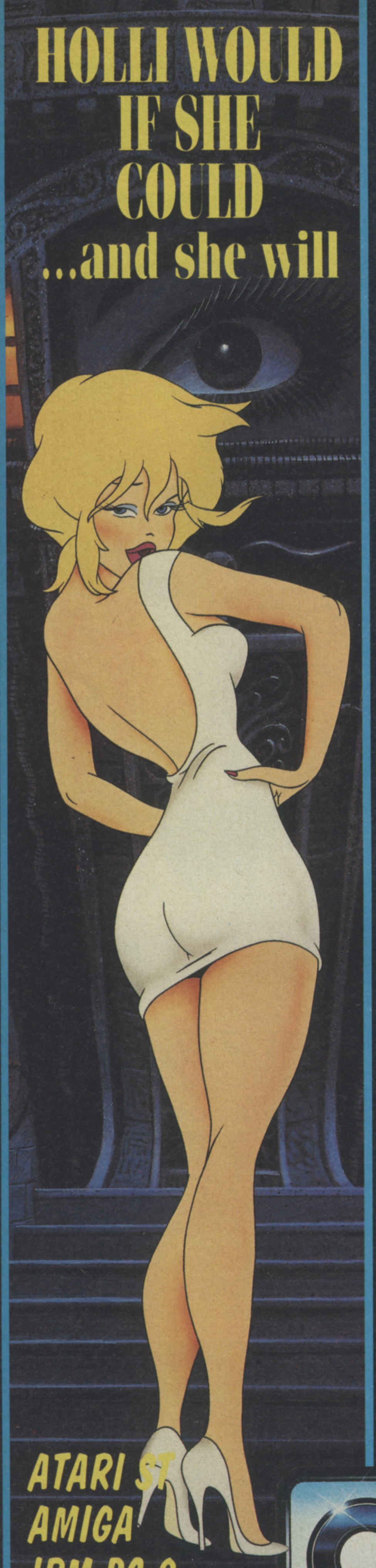
- Is anyone going to make another Wrestling game like Nintendo's *WWF Cage Challenge*?
David Itstbury, Alferton.
Yes there's one on its way from Ocean!

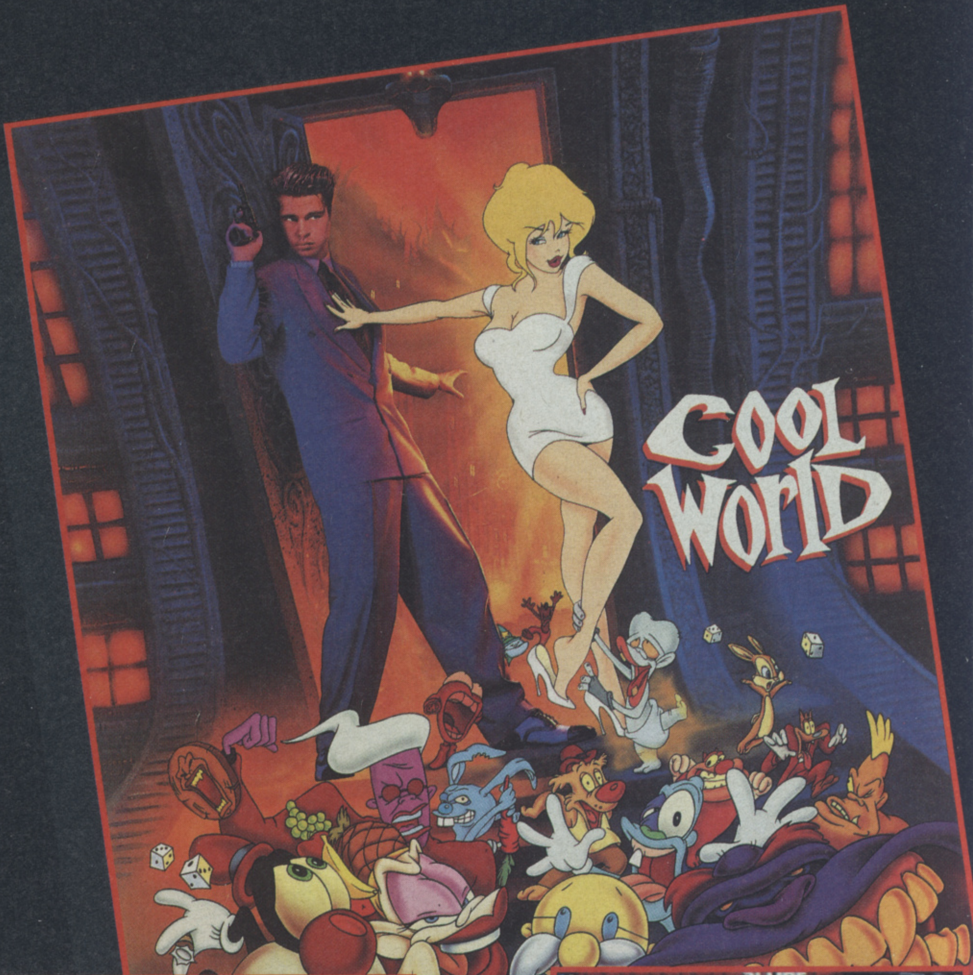
TMB

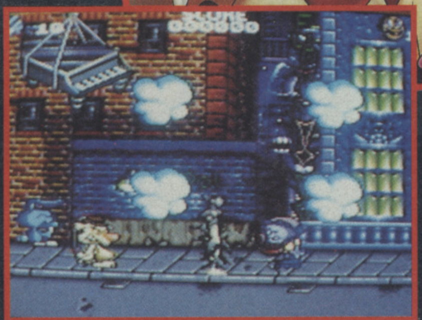
THE END

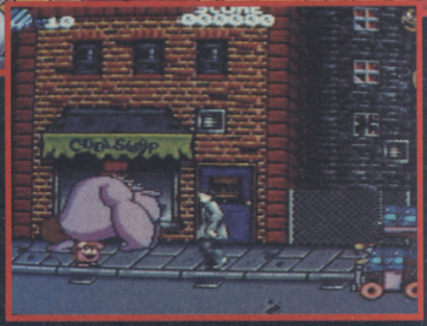
Have you got a question that only The Mighty Brain can answer? Then drop him a line at TMB, c/o *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Who knows, your questions may become part of the nattiest letters page this side of the A3. Please don't send any SAEs, though, as TMB can't answer them!







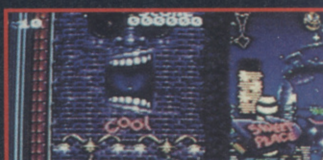




CARTOON LAND GONE BAD!

Whilst publishing his underground comic Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as ***DOODLES****.* *You are transported into* ***COOL WORLD*** *and seduced, through engaging messages, by the Doodle vamp...* ***HOLLI****. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and* ***COOL WORLD****.* *But Holli's dream is to shed her Doodle indentity... to become a real woman - with a real interest in Jack!*

A DREAM THAT COULD DESTROY BOTH WORLDS!



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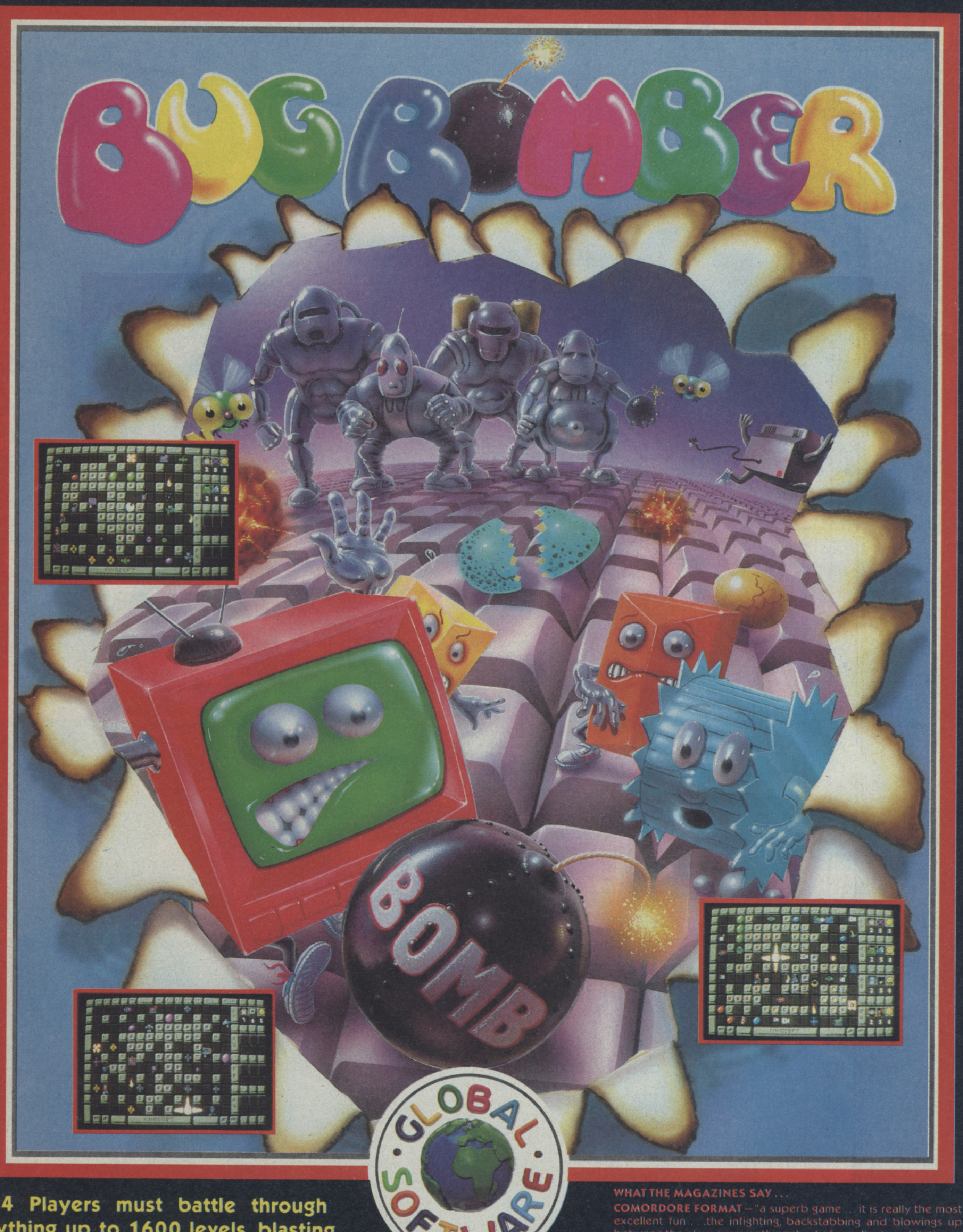

1–4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army – Yeah!

WHAT THE MAGAZINES SAY . . .

COMORDORE FORMAT – "a superb game . . . it is really the most excellent fun . . . the infighting, backstabbing and blowings up between the players are nothing short of excellent . . . addictive as a bag of incredibly addictive things! Horray (as we say) – 86%"

AMIGA ACTION – "More agressive than Dynablaster...a real blast! – 83% – Recommended"

THE ONE – "very playable, insanely addictive . . . you'd be hard pushed to find a more enjoyable multi-player game . . . 81%"

ZAPP! – "Words can't describe how playable Bug Bomber is . . . on a par with the playability are the graphics – small but wonderfully animated sprites charge around the screen in a psycopathic frenzy . . . hell of a lot of fun to play – 87%"

Bug Bomber is available on Amiga (£25.99), C64 tape (£10.99), C64 Disk (£15.99) from Global Software, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks. SL3 0DX.
Telephone: (0753) 686000 Fax: (0753) 680343

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KINGSOFT

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SPONSORED BY PENGUIN BISCUITS

The CHARTS

1

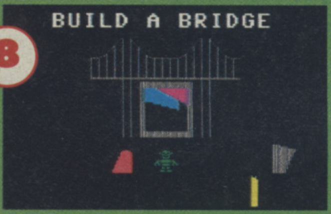
Pause
Pause

Arnie has finally been knocked off the number one spot, by a game that's populated by a load of barbarians that the muscle-bound one could play to a tee.

3

Could you manage a footie team? Could you make their tea, clean their kit and write to their mums when they're injured? It's all in a day's work for Graeme Souness.

8



Fun School might be a contradiction in terms but it's great for when you're trying to convince your parents that you're not just going to play games on your C64.

9

The game that launched Clyde Radcliffe to international stardom returns to the top ten in its budget form, so now there's no excuse for not owning it.

10

Are these two presenters a perfect pair? I think not. So why do they call this *Match of the Day* when they're completely different? We should be told.

CF'S TOP 80 GAMES

1	GOLDEN AXE	▲	Tronix	£3.99	CF20	89%
2	ARNIE	▼	Zeppelin	£3.99	CF21	83%
3	GRAEME SOUNESS SOCCER MANAGER	▲	Zeppelin	£3.99	CF24	71%
4	ITALIA '90	▲	Tronix	£3.99	CF20	73%
5	RAINBOW ISLANDS	▼	Hit Squad	£3.99	CF19	92%
6	LOTUS TURBO CHALLENGE	▲	GBH	£3.99	CF21	90%
7	F16 COMBAT PILOT	▲	Action 16	£3.99	Not reviewed	
8	FUN SCHOOL 2 OVER 8s	NEW	Hit Squad	£3.99	CF27	64%
9	CREATURES	NEW	Kixx	£3.99	CF26	94%
10	MATCH OF THE DAY	▲	Zeppelin	£10.99	CF25	70%

11	Dizzy Prince...Yolkfolk	CodeMasters	£3.99
12	DJ Puff	CodeMasters	£3.99
13	Emlyn Hughes Soccer	Touchdown	£3.99
14	Super Off Road	Tronix	£3.99
15	Dizzy Down the Rapids	CodeMasters	£3.99
16	Champion 3D Snooker	Zeppelin	£3.99
17	Slicks	CodeMasters	£3.99
18	Jack Nicklaus Golf	Hit Squad	£3.99
19	SEUCK	GBH	£4.99
20	WWF Wrestlemania	Ocean	£10.99
21	Toki	Ocean	£14.99
22	Multi-Soccer Manager	Cult	£3.99
23	Magicland Dizzy	CodeMasters	£3.99
24	Bubble Dizzy	CodeMasters	£3.99
25	Fun School 2 6-8	Hit Squad	£3.99
26	Bubble Bobble	Hit Squad	£3.99
27	New Zealand Story	Hit Squad	£3.99
28	RoboCop	Hit Squad	£3.99
29	Treble Champions	E&J	£3.99
30	Manchester United	GBH	£3.99
31	World Champ Boxing	GBH	£3.99
32	Turbo the Tortoise	CodeMasters	£3.99
33	Fun School 2 Under 6	Hit Squad	£3.99
34	Combat Pack 3	Zeppelin	£3.99
35	James Pond 2	Millennium	£11.99
36	Total Recall	Hit Squad	£3.99
37	Champ Wrestling	Kixx	£3.99
38	Olympiad Collection	Microvalue	£3.99
39	Multimixx 1 Golf	Kixx	£4.99
40	Go For Gold	Kixx	£3.99
41	Bod Squad	Zeppelin	£3.99
42	Summer Camp	Kixx	£3.99
43	Viz	Tronix	£4.99
44	SCI	Ocean	£19.99
45	Dizzy's Excel Advents	CodeMasters	£9.99
46	Microprose Soccer	Kixx	£3.99
47	Creatures 2	Thalamus	£10.99
48	Battle Command	Ocean	£14.99
49	Quattro Megastars	CodeMasters	£3.99
50	Ultimate Golf	GBH Gold	£4.99
51	Space Crusade	Gremlin	£10.99
52	Hit Pack 1	Zeppelin	£3.99
53	Hit Pack 2	Zeppelin	£3.99
54	The Addams Family	Ocean	£10.99
55	Gunship	Kixx	£3.99
56	International 3D Tennis	GBH	£3.99
57	World Cricket	Zeppelin	£3.99
58	4 Game Pack No 3	Atlantis	£3.99
59	Pro Tennis Tour	Hit Squad	£3.99
60	RoboCop 3	Ocean	£14.99
61	Stunt Car Racer	Kixx	£3.99
62	The Hits 2	Thalamus	£16.99
63	RoboCop 2	Ocean	£19.99
64	Seymour...Hollywood	CodeMasters	£3.99
65	Frankenstein	Zeppelin	£3.99
66	Turrican 2	Kixx	£3.99
67	Badlands	Hit Squad	£3.99
68	Italy 1990	Kixx	£3.99
69	Slightly Magic	CodeMasters	£3.99
70	Europe Football Champ	Domark	£10.99
71	The World Cup	D&H	£3.99
72	Chase HQ	Hit Squad	£3.99
73	Dizzy Collection	CodeMasters	£9.99
74	4 Quattro Fighters	CodeMasters	£3.99
75	American 3D Pool	Zeppelin	£3.99
76	Castle Master	Hit Squad	£3.99
77	Fantasy World Dizzy	CodeMasters	£3.99
78	Mini Office	Europress	£14.95
79	Midnight Residence	Hit Squad	£3.99
80	Moonwalker	Kixx	£3.99

THE KEY

GOING UP ▲ GOING DOWN ▼ NEW ENTRY NEW STANDING STILL ▶

11

LAP TIME
0:01:02
BEST LAP
200

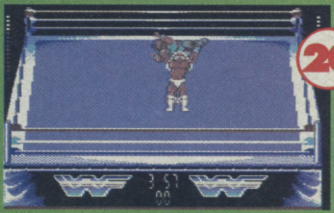
You can't beat a good racing game, unless you've got a very large stick and someone to hold it down for you. But *Slicks* is moving fast, so it still might be tricky.

18

DAVE
Player: 1
Stroke: 4
Distance: 108 Yds
Total: Even par
Hole: 4
Par: 4
AIM
CLUB

Did you know that golf backwards is flog? Which would be a good lead into a joke about flogging a dead horse. Except that Jack Nicklaus isn't dead. Or a horse.

20



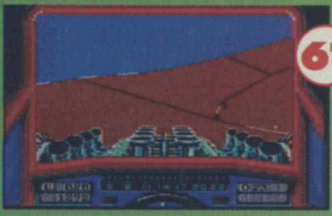
Clur reckons that wrestling is fixed. Dave said he didn't realize it was broken in the first place. No-one on the *CF* team volunteered to ask any of the wrestlers personally.

24

SCORE 013210
BONUS 0000
DIZZYS LEFT 2
OXYGEN

With seven games in the chart *Dizzy*'s a 64 phenomenon to match Madonna. A raunchy book of photos in which he reveals his yolk is on the way.

61



Stunt Car Racer isn't exactly setting the charts alight at the moment, but it's Dave's all-time fave game so he likes to get a plug in for it wherever he can.

1993 IS THE YEAR SUPER NES WILL *REALLY* TAKE OFF!

HOW WILL SUPER PLAY MEET THE CHALLENGE?

100% FOR SUPER NINTENDO PLAYERS
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130 GAMES RATED
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OFFICIAL REVIEWS!
FREE!
STREET FIGHTER II
AND THIS!
ISSUE 2
DECEMBER 1992
140
YOUR COMPLETE GUIDE!
ROBOCOP 3

1 WITH MORE PAGES

Super Play is already the biggest Super Nintendo dedicated magazine in the UK – by a margin of at least 32 pages! – and that gap's just going to get bigger!

SUPER CASTLEVANIA IV
KRUSTY'S SUPER FUN-HOUSE
JOE AND MAC
F-ZERO

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Super Play guarantees to review every new SNES game as it comes out in the UK – no one else does. As the floodgates open, official reviews demand ever more room. With us they'll get it.

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Of course, the newest, most exciting stuff is happening abroad, which is why *Super Play* brings you reviews of the best from Japan and America before anyone else, and in more detail too! Read about the top games here first!

SUPER MARIO KART
SUPER PLAYER'S GUIDE
MUSHROOM CUP

4 WITH MORE PLAYER'S GUIDES

Because there's so much to Super NES games, you're going to need help getting the best out of them. That's why we bring you giant Player's Guides, stripping the top games of their secrets!

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12,000 QUEUE FOR NEW GAME IN TOKYO!
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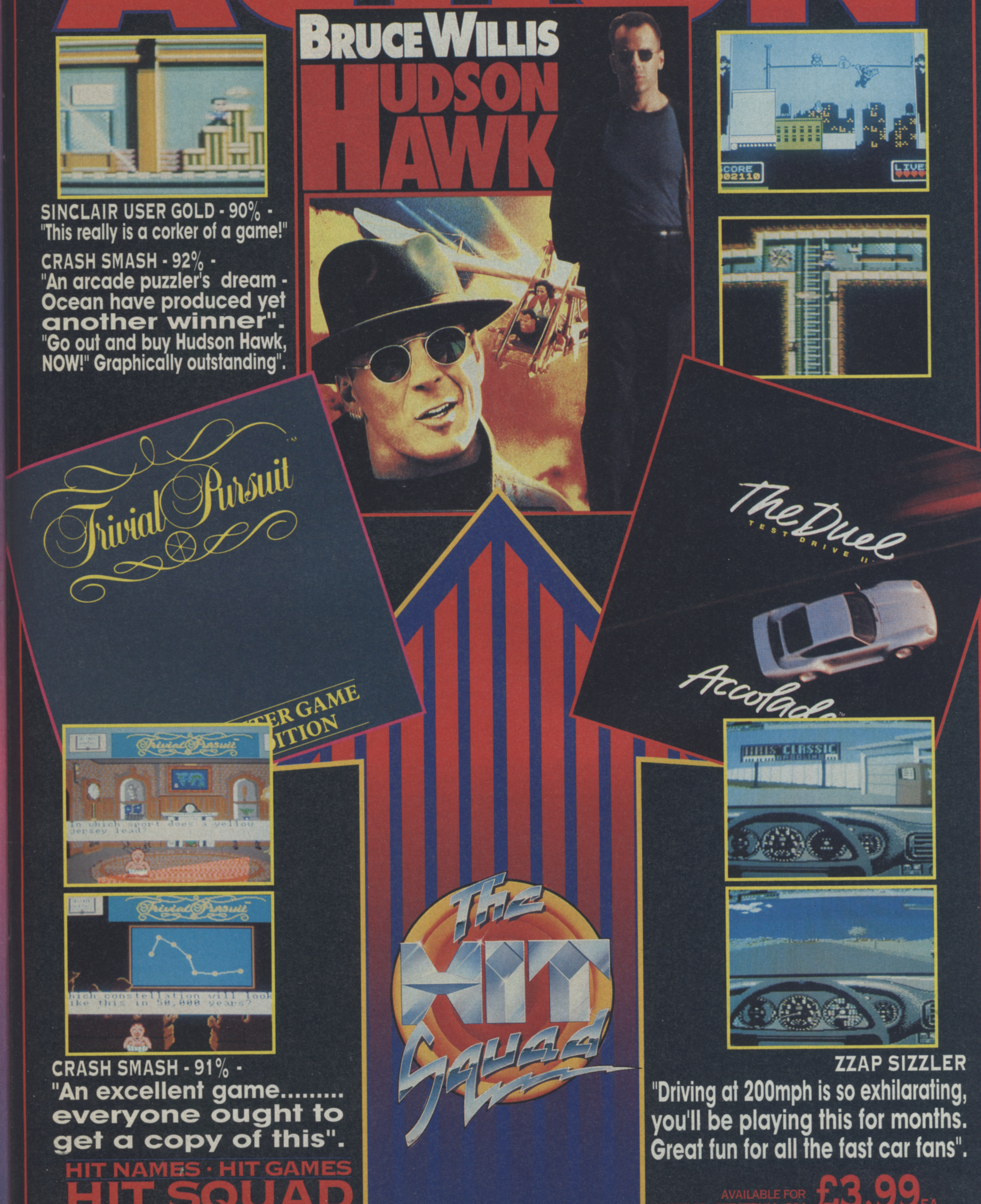
5 WITH MORE NEWS ON THE LATEST RELEASES

Super Play brings you the news first, with previews of the top UK and import releases as they happen. If it's on the Super NES, you can be sure you'll read it in *Super Play*.

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

The magazine for Super Nintendo players.
Third issue out 3 December.

THE BEST IN BUDGET ACTION


BRUCE WILLIS
HUDSON HAWK
SCORE 002110
LIVE
Trivial Pursuit
In which sport does a yellow jersey lead?
hich constellation will look like this in 50,000 years?
The Duel
TEST DRIVE II
Accolade
The HIT Squad

SINCLAIR USER GOLD - 90% -
"This really is a corker of a game!"

CRASH SMASH - 92% -
"An arcade puzzler's dream - Ocean have produced yet **another winner**". "Go out and buy Hudson Hawk, NOW!" Graphically outstanding".

CRASH SMASH - 91% -
"An excellent game......... everyone ought to get a copy of this".

ZZAP SIZZLER
"Driving at 200mph is so exhilarating, you'll be playing this for months. Great fun for all the fast car fans".

HIT NAMES · HIT GAMES

HIT SQUAD

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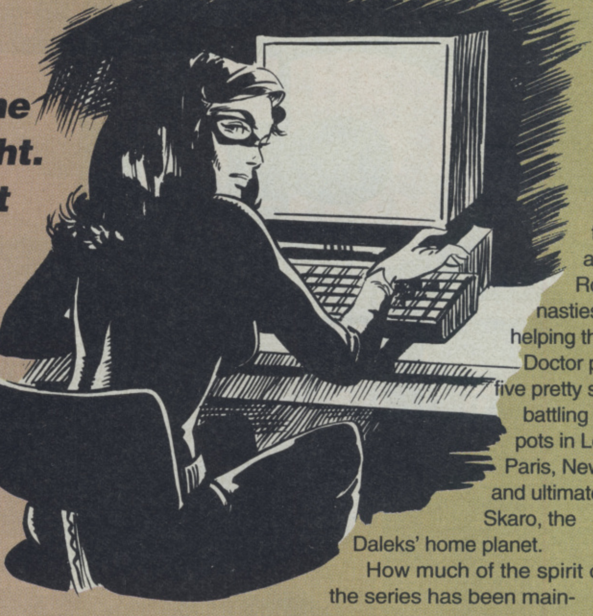
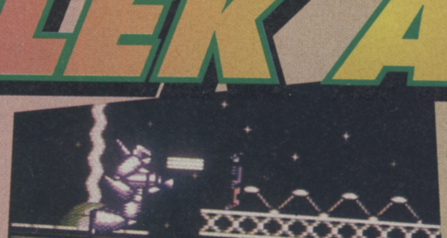
AMSTRAD . SPECTRUM . C64 **£3.99** EA

Who is she? Where does she come from? She's an enigma of the night. But pay her enough and she'll get you any info you want. CF has enlisted her services and now she stalks the corridors of software houses in the dark hours, loading classified disks to bring you the hottest news on the games in development. Games like...



DALEK ATTACK



Hmm, this doesn't look like a gravel pit in Surrey. Are they sure this is *Doctor Who*?

Sticky-backed plastic. Tin foil. Egg-boxes. Lots of sellotape covering up brand names on serial packets. Paint jobs that go disastrously wrong. Generally doing things on the cheap. I could only be referring to one thing. The set designers on *Doctor Who*.

For 26 years an assortment of cardboard robots and plastic monsters shambled after the Doctor and the world marvelled – just how could the actors keep a straight face? (*OK, it was tacky, but it was brilliant fun if viewed with an open mind – Dave.*) (*They obviously opened up YOUR mind to perform the frontal lobotomy – Ed.*)

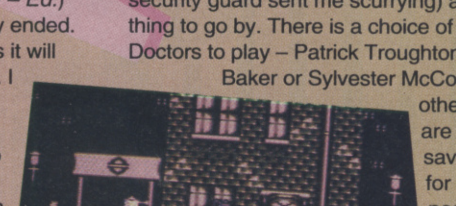
And then the programme abruptly ended. Why, nobody knows. The BBC insists it will return but the fans are not convinced. I was once approached by a group of fans (with their anorak hoods pulled well down over their faces) offering to pay me to sneak into the BBC offices to find out the truth. I had to turn them down, though, as all they could offer in payment was £7.52 and a tissue Tom Baker once sneezed into.

But the popularity of the programme has never waned, and even though it hasn't been on the air for over three years, Alternative are bound to have a huge hit on their hands with *Dalek Attack*, an arcade-style shoot-'em-up. According to files I managed to photocopy at Alternative's top secret Yorkshire base during a raid the other night, at a recent *Doctor Who* convention over 75 fans placed orders for the game after having seen a sneak preview.

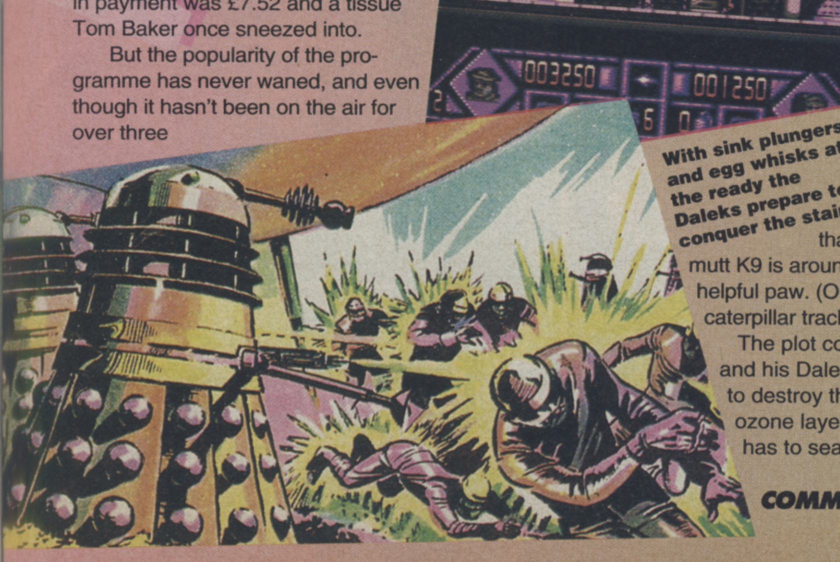
But *Dalek Attack* has a good chance of appealing to more than just fans if the bits I managed to play (before the footsteps of a security guard sent me scurrying) are anything to go by. There is a choice of three Doctors to play – Patrick Troughton, Tom Baker or Sylvester McCoy (the other four are being saved for a possible sequel) – and two companions, Ace (*Swoon! – Dave*) or a UNIT Soldier. And like any faithful hound, that mechanical mutt K9 is around to lend a helpful paw. (Or should that be caterpillar track?)

The plot concerns Davros and his Daleks attempting to destroy the Earth's ozone layer. The Doctor has to search out and destroy the Daleks, and ultimately Davros himself. This is no easy task, as apart from Daleks there are Ogrons, Robomen and other nasties from the TV series helping the Daleks out. The Doctor progresses through five pretty substantial levels, battling the metal pepperpots in London, Tokyo, Paris, New York and ultimately Skaro, the Daleks' home planet.

How much of the spirit of the series has been maintained in the game remains to be seen (the Doc was never exactly a gun-toting dude), but there are certainly plenty of corridors to run down. The vital question is, will there be any handy ventilation shafts? There never are in my experience, but in *Doctor Who*, well, they're kind of essential.



With sink plungers and egg whisks at the ready the Daleks prepare to conquer the stairs.

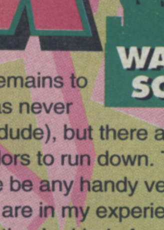


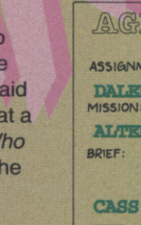
AGENT KITTYHAWK

ASSIGNMENT:
DALEK ATTACK
MISSION:
ALTERNATIVE
BRIEF:

CASS £7.99
ETA LATE NOVEMBER

CODE: TEL 0977 797777





HOW TO BE A DR WHO COMPANION

After extensive research I have compiled a list of certain abilities that all *Doctor Who* companions require. They must be able to:

- **Fall over and twist their ankles during chase sequences.**
- **Say, "Doctor, what is it?" 27 an episode with complete conviction.**
- **Get hypnotised by the baddies and try to kill the Doctor.**
- **Walk down the wrong corridor/tunnel/cave (the one with the green slimey thing down it) when faced with a choice of two.**
- **Wear clothes that would be appalling no matter what time period or what corner of the galaxy you're visiting (unless they're a presenter on *The Word*).**
- **Fall in love with the wettest, most poncey character in their final story and leave the TARDIS to marry them.**
- **Give up all hope of getting a decent, serious acting job ever again. (*What do you mean 'again'? – Ed.*)**

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COOL WORLD

Holli's got legs so long they reach all the way up to her armpits.

I'm rather insulted by the sexist attitude most film makers have towards the fairer sex these days. There are a few exceptions – Ripley of *Alien* fame and the heroine of *Beauty and the Beast*, Belle, are (like me) pretty tough cookies. So I was horrified when I stumbled across the forthcoming Ocean platformer, *Cool World*. I say stumbled, well, it was more like sneaking in through the air vent into Ocean's test room and crawling across the ceiling using my suction pads.

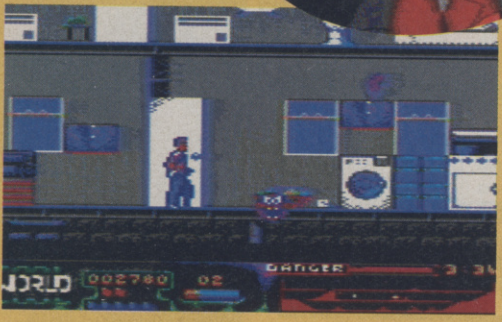
It's based on a new half-animated, half-live action film from Hollywood (well it had to be, really). The star of the show is busty and blond and free with her favours, if you know what I mean. And despite her curves. she's also distinctly 2D; she's one of the cartoon characters, you see. Holli Would is her name and she certainly would if she could.

Her problem is, as she says herself, "you can't cock a doodle", (doodles being the collective name for the characters who live in the cartoon world). In other words she can't get her oats in 2D land, so she drags a handsome artist from the real world to rescue her from the constraints of being merely coloured ink. Disgusting. Why she can't be proud of her non-reliance on any man is beyond me.

The licence comes to the 64 as a groovy-looking platformer. I only managed to snap a couple of screens before the guard dogs discovered me, but I think I got a good insight to the game. You play the Gabriel Byrne character who in the film is not only Holli's creator (he's an artist, you see) but is also the man Holli fancies. You have the ability to jump through vortexes which take you between the real and cartoon worlds. You have as your only weapon a fountain pen that you fire at evil toons to disrupt the ink they're drawn with. The nasties then turn into a blob of black ink that you can dispose of by sucking it into your pen.

Apart from the sexist attitude this license might eventually turn in to something good. Keep an eye out for the full review of *Cool World*, I have the feeling this blonde might be hot.

"It was this big, really!"



A man who doesn't automatically walk away from a washing machine! What will they think of next?

AGENT KITTYHAWK

ASSIGNMENT:
Cool World
MISSION:
Ocean
BRIEF:
£10.99 Cass
£15.99 Disk
ETA End Oct
CODE: 061 832 6633

SCEPTRE OF BAGHDAD

I don't know about the Thief of Baghdad, but this month I was very nearly the thief of *The Sceptre of Baghdad*. But *CF* won't let me actually steal any of the games I discover, just take a peek at them and come back with a few screenshots. And that's what I was doing when I crept into the games writing lab of a certain John Wells.

You know he's got some real nasty booby traps set up in there. I almost had to leave my left arm behind. But not even bear traps can stop me if I know exactly what I'm after. I had heard on the grapevine that John had just finished work on a demo of a game called *Sceptre of Baghdad*. If I could get my little paws on that, oohhh that would be nice.

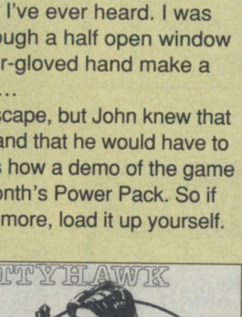
I found (in the now defunct safe) a disk marked Top Secret, so, of course, I slid it straight into the 64's drive. Meanwhile I purred as I read the storyboard sticky-taped to the wall: it's the first day of the year and things have already started going wrong for the poor Calif of Baghdad. He has to show his sacred sceptre to the people of Baghdad but it's disappeared and he's gone and shrunk to half his normal size. Oh blimey!

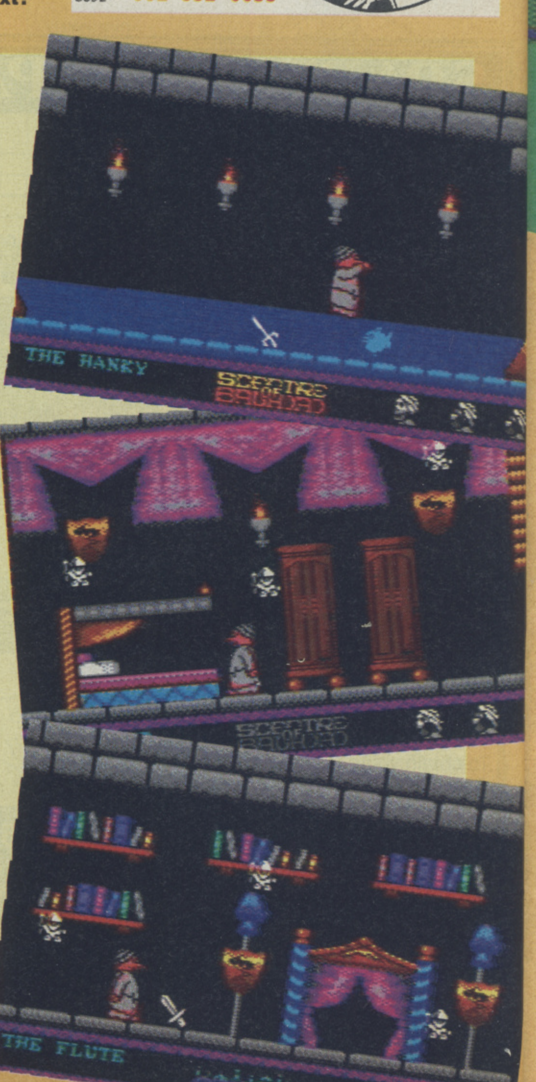
Suddenly the silence was broken by the loudest alarm bells I've ever heard. I was scrambling out through a half open window when I felt a leather-gloved hand make a grab for my ankles…

I managed to escape, but John knew that his secret was out, and that he would have to go public. And that's how a demo of the game ended up on this month's Power Pack. So if you want to find out more, load it up yourself.

AGENT KITTYHAWK

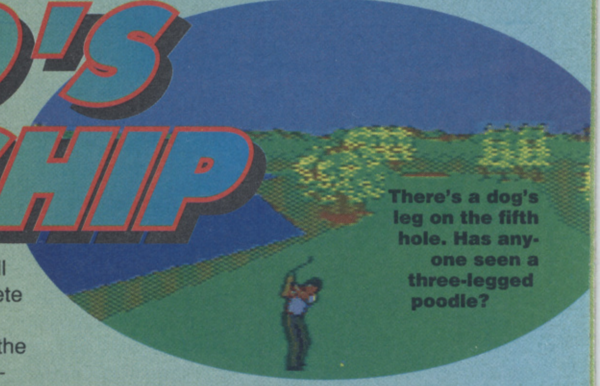
ASSIGNMENT:
Sceptre Of Baghdad
MISSION:
Atlantis
BRIEF:
£3.99 Cass
ETA Jan 93
CODE: 0732 465511



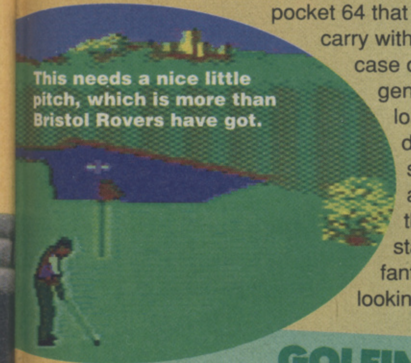


The little Calif wanders aimlessly around his haunted castle. Poor love.

NICK FALDO'S CHAMPIONSHIP GOLF


There's a dog's leg on the fifth hole. Has anyone seen a three-legged poodle?

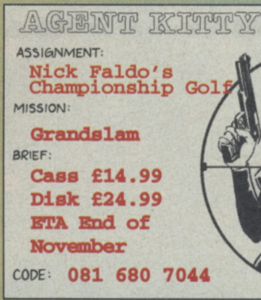
When you've got cat-like stealth and a light fingered touch like me, getting into a place like Grandslam is a piece of cake. There's nothing but a bog standard movement alarm system and touch sensitive floors, just disarm the movement sensor and hook wire on the central light fitting, then swing, swing, swing to the disk box. At first I didn't spot anything afoot. All the monitors were switched off (very ecologically sound you see), and most of the disk boxes were devoid of any information. Then I spotted, sneakily stuffed in a golf bag in the corner by the coffee machine, a bright green disk with the words Tee Time scrawled on the label.


This needs a nice little pitch, which is more than Bristol Rovers have got.

I speedily set up the pocket 64 that I always carry with me in case of emergencies and loaded the disk. On screen appeared the first stages of a fantastic-looking golf game. I know nothing at all about golf but all the controls were laid out so even a complete aardvark could just load up and play.

The boys at Grandslam were really on the ball when they decided that there was nothing worse than sitting around waiting for complicated graphics to draw themselves, so there's an overhead map to look at while you're waiting for the calculations to happen. You can spend this time working out strategies for that particular hole.

I also noticed the option screen displaying the six types of game you can play. Up to four people can play and there is a computer player to battle against if you happen to be a loner. Player statistics are saved (so it's a good job I always remember to use a false name), and you can save your position on the round you're playing if you're suddenly called away. I'm going to have to go back soon and finish off the fifteen holes that I didn't get a chance to see before the sound of footsteps warned me of an approaching security guard.


AGENT KITTYHAWK

ASSIGNMENT:
Nick Faldo's Championship Golf

MISSION:
Grandslam

BRIEF:
Cass £14.99
Disk £24.99
ETA End of November

CODE: 081 680 7044

GOLFING TERMS DEFINED

TEE At four o'clock everything stops for this. The most traditional of English tees being Earl Grey with scones, strawberry jam and clotted cream.

CADDY What the tee is stored in so that you can keep it fresh and dry before the next teeing off session.

SAND WEDGE Made from two slices of bread it's what you have with your tea.

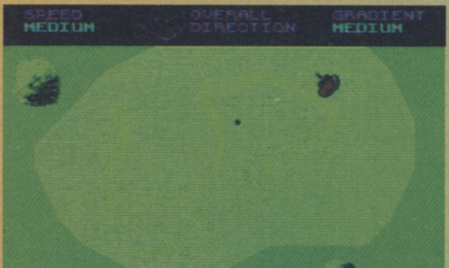
GREEN The colour you turn when you find out that your arch enemy has just got £10,000 for winning the US Open.

BOGEY The thing that sticks to the end of your finger if you stick it up a snotty nose.

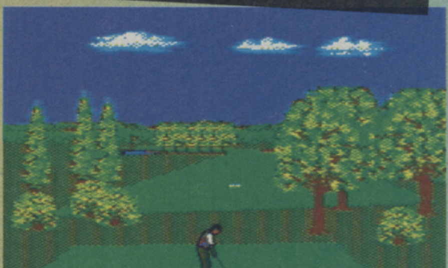
BIRDY A lot like a pterodactyl, but with feathers and not extinct.

PITCHING WEDGE A very useful tool when tarmac-ing slopey roads to keep the black stuff in place.

PAR Your dad. Or when said repeatedly, the kind of dad who pretends to making filter coffee when really using granules.



Nope, it's not an amoeba under a microscope but the green viewed from above.


Don't slice the ball – there's some ham in the golf bag that goes much better in a sarnie.

YOU'VE SEEN THE SERIES...

Anyone into computer gaming must have seen *GamesMaster*. You know, the one where Patrick Moore does a dodgy Mighty Brain impression. Drawing over three million viewers a week, it's one of Channel 4's smash hits. Now there's going to be a magazine based on the series, and it comes from Future Publishing, the people behind *Commodore Format*, so you know it's going to be good.

It's going to be a multi-format extravaganza, covering both computers and consoles. There'll be reviews, features and a tips section hosted by Patrick himself. The first issue is due out on December 3rd and, cost just £1.75 and will include a free 100-page tips booklet. (Oh and by the way, it's the magazine that James has scarpered off to, but don't let that put you off.)

SECOND FIRST

If you've been wondering what happened to *First Samurai* after we gave it a corker-winning 96 per cent back in issue 17, wonder no more. It's about to get its first fully-fledged release.

The game was supposed to have come out on the Mirrorsoft label, but they unfortunately went out of business just as it was about to be released. Contracts went flying about and eventually UBI Soft got a signature on the rights to *First Samurai*. So if you want to find out what we were raving about all those months ago, check out your local games shop now.

X-PLOSIVE REACTION

Leading C64 PD house X-Plosive have emerged from a period of relative inactivity under new management. Their first aim is to clear the backlog of recent mail asking about their massive library of free programs. This mountain of mail will take the team a few weeks to clear, but if you've been waiting for software from X-Plosive then it should be with you soon.

For more information send an A5 (or just plain large) SAE to X-Plosive PD, PO Box 501, Hull, HU5 3YZ and they'll get right back to you.

WHAT A LOT

There are loads of little dots all over the place – it's Scanneritis. Lots of these beauties could be around sooner than you think, so they could be worth sticking on your christmas list…

LOCOMOTION
Demonware

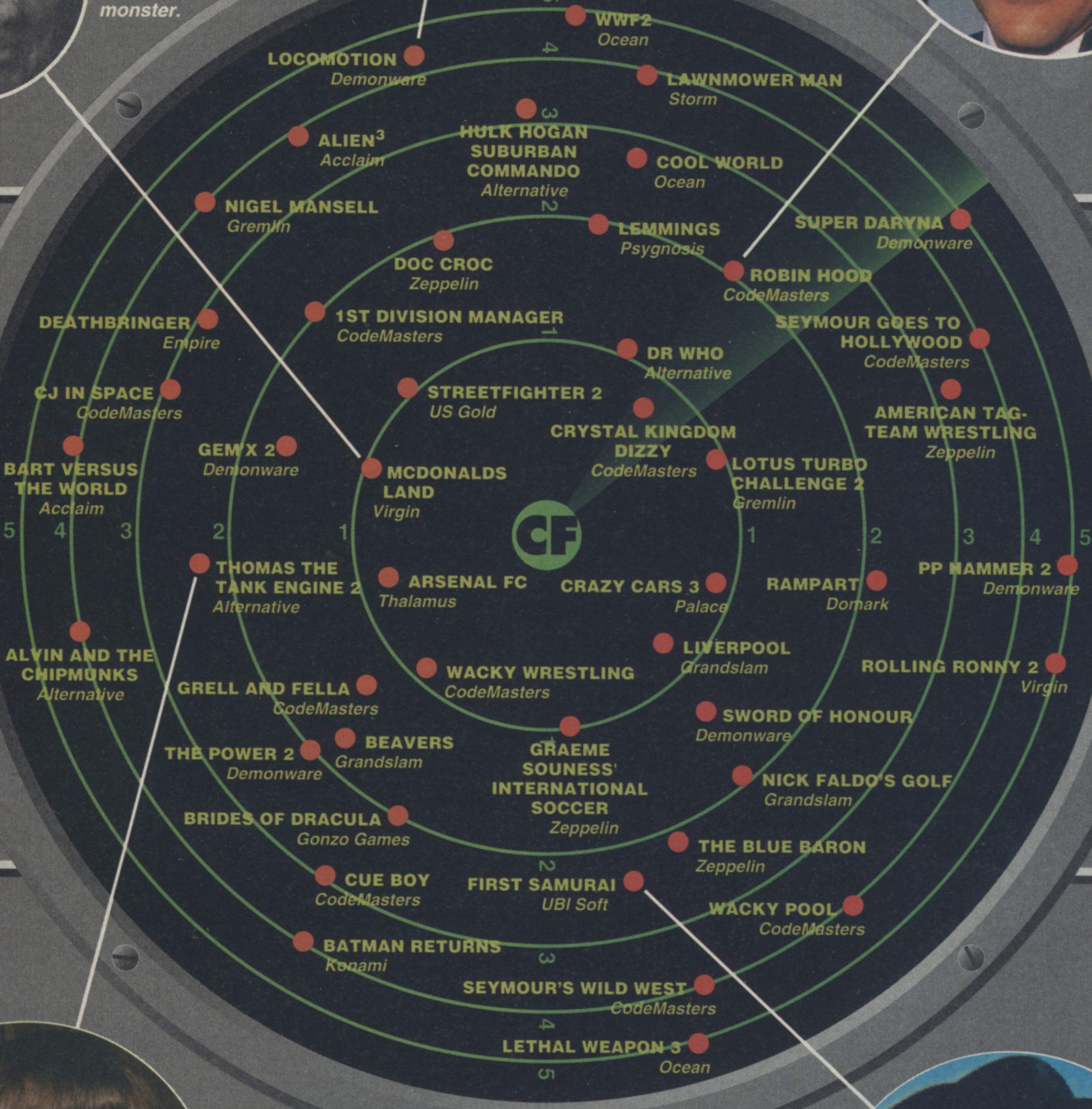
Chuff, chuff. Chuff, chuff. Ever wondered what it would be like to drive that train into Chigley with a wagon full of Trumpton supporters? No, oh well neither have I. might be fun though.

McDONALDS LAND
Virgin

Licence ahoy. Soon there'll be loads of little hamburglars running around the innards of your 64, not forgetting that pink, furry, talking milkshake monster.

ROBIN HOOD
CodeMasters

If riding through the glen with a quiver strapped to your back appeals then you should have been born three centuries ago.


WWF2 Ocean
LOCOMOTION Demonware
LAWNMOWER MAN Storm
ALIEN³ Acclaim
HULK HOGAN SUBURBAN COMMANDO Alternative
COOL WORLD Ocean
NIGEL MANSELL Gremlin
SUPER DARYNA Demonware
LEMMINGS Psygnosis
DOC CROC Zeppelin
ROBIN HOOD CodeMasters
DEATHBRINGER Empire
1ST DIVISION MANAGER CodeMasters
SEYMOUR GOES TO HOLLYWOOD CodeMasters
DR WHO Alternative
CJ IN SPACE CodeMasters
STREETFIGHTER 2 US Gold
AMERICAN TAG-TEAM WRESTLING Zeppelin
CRYSTAL KINGDOM DIZZY CodeMasters
GEM'X 2 Demonware
BART VERSUS THE WORLD Acclaim
MCDONALDS LAND Virgin
LOTUS TURBO CHALLENGE 2 Gremlin
CF
5 4 3 2 1 1 2 3 4 5
THOMAS THE TANK ENGINE 2 Alternative
ARSENAL FC Thalamus
CRAZY CARS 3 Palace
RAMPART Domark
PP HAMMER 2 Demonware
LIVERPOOL Grandslam
ALVIN AND THE CHIPMUNKS Alternative
WACKY WRESTLING CodeMasters
ROLLING RONNY 2 Virgin
GRELL AND FELLA CodeMasters
SWORD OF HONOUR Demonware
BEAVERS Grandslam
THE POWER 2 Demonware
GRAEME SOUNESS' INTERNATIONAL SOCCER Zeppelin
NICK FALDO'S GOLF Grandslam
BRIDES OF DRACULA Gonzo Games
THE BLUE BARON Zeppelin
CUE BOY CodeMasters
FIRST SAMURAI UBI Soft
WACKY POOL CodeMasters
BATMAN RETURNS Konami
SEYMOUR'S WILD WEST CodeMasters
LETHAL WEAPON 3 Ocean

Some of the pictures on the scanner this month may seem a bit odd. But there's a reason for each one. If you can work out the connections between the pictures and the games, jot them down and send them to us marked Connect Five. If you're right and the first name picked out of the Ed's sombrero on Jan 4 1993, you'll find a nifty prize on its way to you.

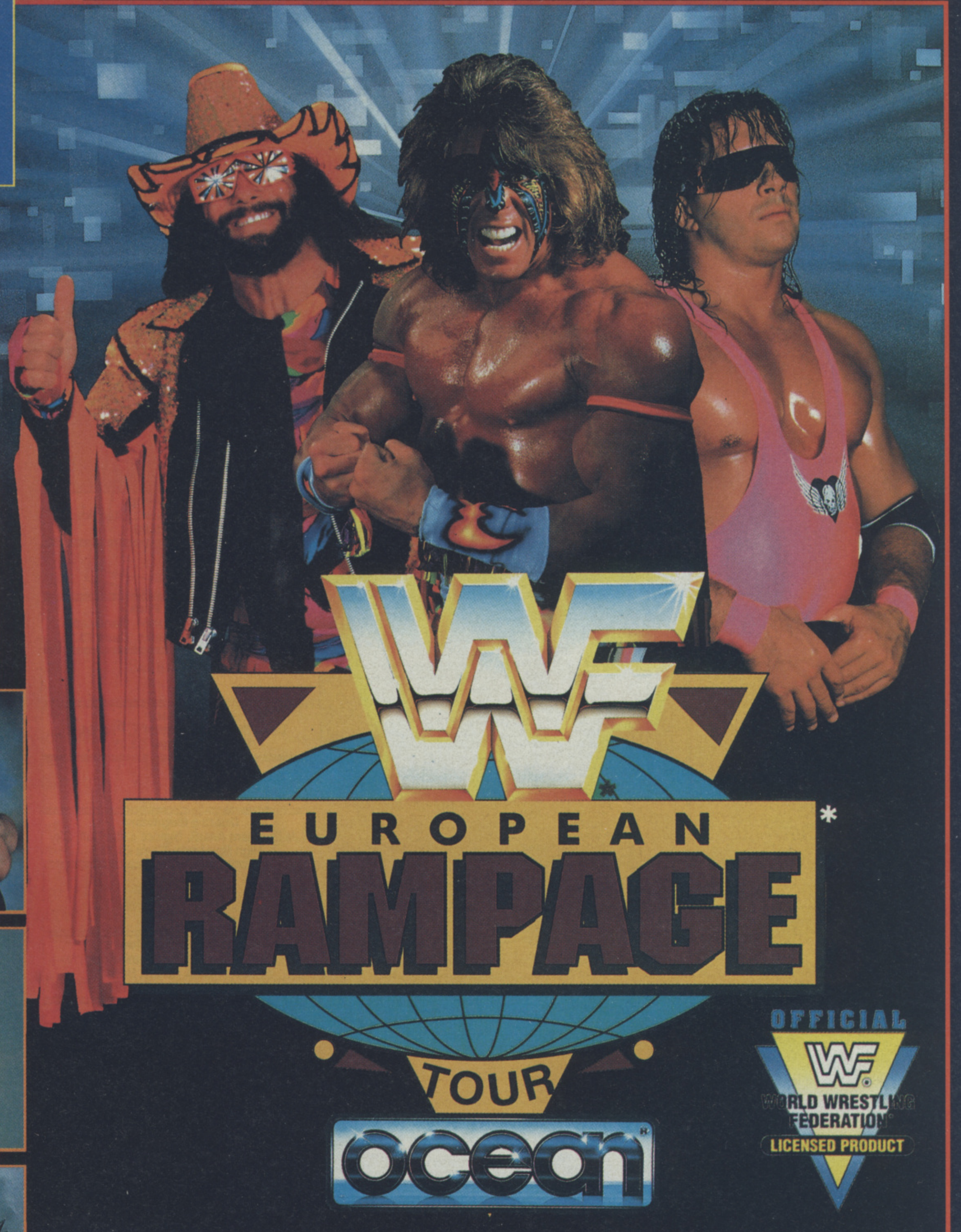
THOMAS THE TANK ENGINE 2
Alternative

Even more chuffing, (and plenty of huffing from the Fat Controller). Thomas and all his cute little bogeyed friends star in this fun educational release.

FIRST SAMURAI
UBI Soft

The waiting is almost over. This corker-winning kick-'em-up is finally on the verge of release. We hope you think it's been worth the wait.

THE SUPER STARS RETURN
NOW FIGHT LIKE YOU
MEAN IT



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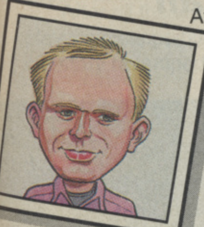
Spiders, hypodermic needles and paisley-patterned carpets strike terror into most people's hearts, but what makes the members of the CF team quake with fear? We delve into the collie-wobbled minds of the gang to find out what gives them the heebie jeebies...

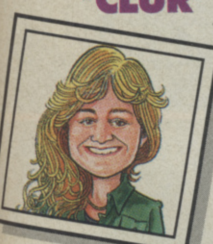
POWERPLAY

TRENTON WEBB



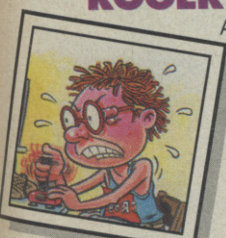
After hours of cajoling we finally persuaded Trenton to admit that there is one thing that scares him: "The rest of you mangy lot finding out what it is that I really am terrified of. Or, even worse, being locked in a small wardrobe with three or four of the horrible things. But I don't think there are any of them in the UK, so I'm safe."

'CLUR' HODGSON



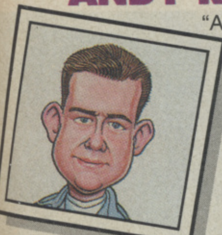
We recruited new wordsmith Clur after seeing her send a 10-strong gang of Nintendies packing. She's sure tough, but does she have a weakness? "Well, besides being locked in a room with nothing to play but a wretched console, it's that Trenton'll find out that I have three or four of what he's really scared of living in a cupboard at home."

ROGER FRAMES



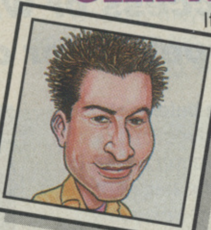
Apart from going to the dentist, the most traumatic thing that Roger would ever have to face is: "The price of those luvverly scrubbly budget releases going up by 10p. My budget could never stretch to that. *CF* pay me a pittance for the expanse of words I write for them." (*Carry on like that and we won't pay you anything! – Ed.*)

ANDY ROBERTS



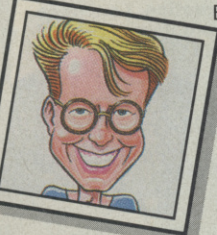
"As you know, for a while now I have been investing all my spare pennies wisely in the Acme Drawing Pin Sharpening Co. I own 24 shares now and at 13p a share that's, err, um, 24 times 10 is, oh lots of dosh. But if the bottom falls out of the sharpening market I'd be devastated, not to mention broke."

OLLIE ALDERTON



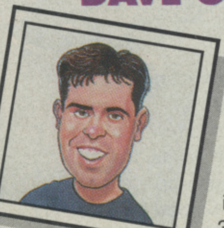
It took us no time at all to figure out what sends shivers down Ollie's spine. "Being seen in public with flat hair and a centre parting is my worse nightmare. My mum used to make me comb my hair to go to Auntie Jean's for Sunday tea. Needless to say, I've been fasting on Sunday evenings since I was five years old."

LISA NICHOLLS



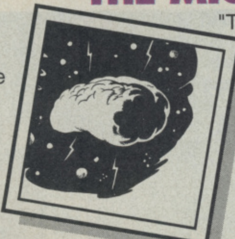
Being the kind-hearted soul that she is, Lisa's scared of being poor. (*Doesn't sound very kind-hearted to me – Ed.*) But not for her own sake; she would really hate to have to give any of her her 383 servants the push. She takes in lots of waifs and strays that couldn't find work anywhere else and gives them a reason for living.

DAVE GOLDER



What is it that could strike fear into Dave's brave young heart? "What most scares me? Hmmm, the most terrifying of all the terrifying things that could happen is probably getting up at 3am for my regular late night snack only to find an empty fridge. My life would not be worth living if it wasn't for greek-style honey yogurt."

THE MIGHTY BRAIN

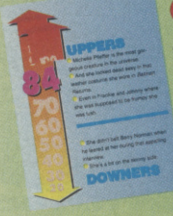


"The bane of all my species is the possibility of getting an overwhelming migraine headache. Having no mouth or digestive system makes taking pain killers near impossible. There's always osmosis but that takes such a long time. Oh, and by the way, is anyone interested in my new line in self-sharpening drawing pins?"

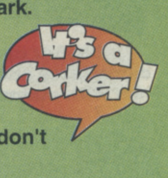
Bits'n'Bobs

CF review system is immensely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't stand a chance of getting to grips with its intricate complexities). We tell you exactly what the good points are and what the rubbish bits are about each game. You see – it's all very complicated, just like we warned you it would be.

CF RATINGS



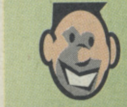
Also frighteningly technical is this box-type thing. It shows you at-a-glance what the most important positive and negative factors about the game are (probably). Next to it is an indecipherable rating mark. Over 89 per cent means that the game is officially a Corker, which means, um, it got over 89 per cent.


It's a Corker!

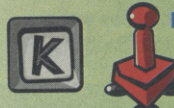
It also means that if you don't rush out and buy the game immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. C'est la vie.

GAME ICONS

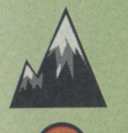
You've been wondering about these. They're a legacy. An heirloom, if you like. Nice Mr Gilham, who used to work here left them to us, you know. He was a nice man.



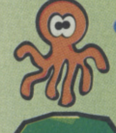
FACE – Number of players. Gorgeous drawings showing how many folk can participate.



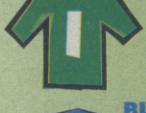
KEYBOARD/JOYSTICK – By jingo! It's those wacky, devil-may-care control mechanisms.



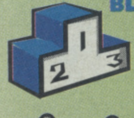
MOUNTAINS – This can only mean one thing; there are difficulty levels in the game.



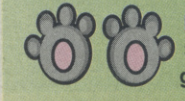
OCTOPUS – Multiload, but they also live in the New York sewers (*that's alligators, fool - Ed*)



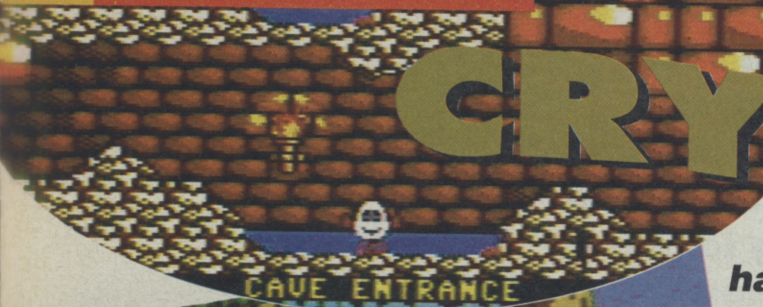
GOALIE'S SHIRT– It's a good one, this. Young Master Gilham's save option thing.

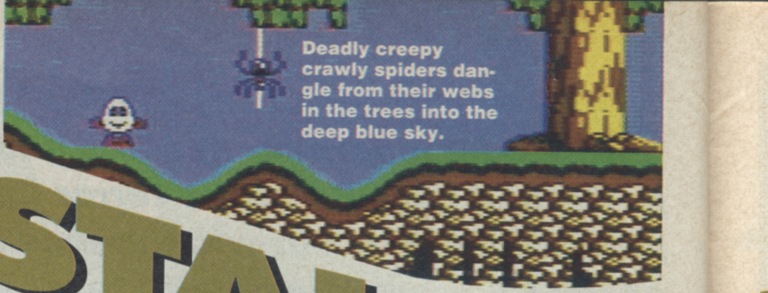


BLOCKS – No. Forget *Tetris*. Forget that tiny hole in the sides of Biros, too. We're talking hi-score table here.



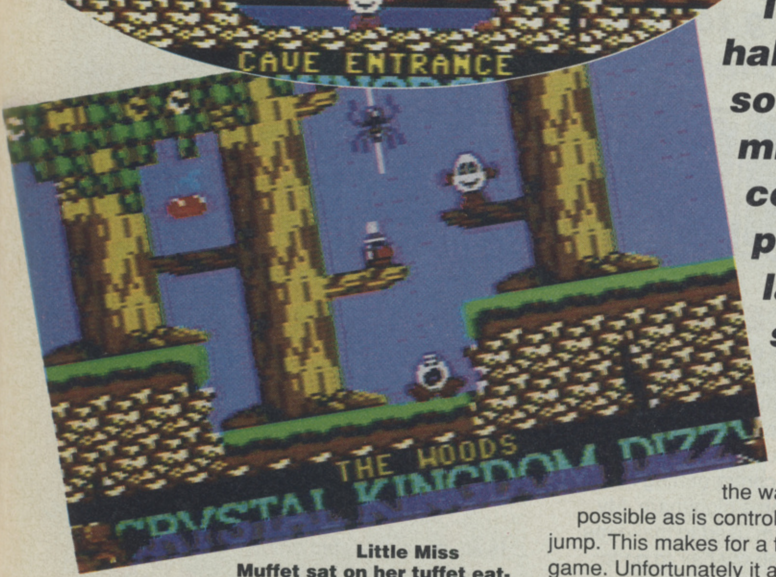
PAWS – Pause mode. Send complaints about this gag to Trevor himself.




Deadly creepy crawly spiders dangle from their webs in the trees into the deep blue sky.

CRYSTAL KIN

Take half a dozen or so hard-boiled eggs, mix in a few crystals, marinade in colour then simmer in a luke warm plot for a couple of hours. Has this latest Dizzy game got recipe for success or will it give you an appetite for destruction?



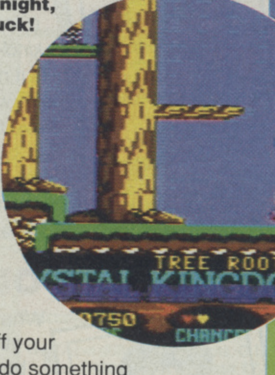
Little Miss Muffet sat on her tuffet eating her curds and whey, then along came Dizzy and so she boiled him and ate him with marmite soldiers instead.

Some things never change – the *Match of the Day* theme tune, coffee out of coffee machines being disgusting, Dannii Minogue singles, the plots in *Dizzy*. But hold on. There *is* something different about this latest *Dizzy*. However, it's not the plot; nope, after years of wandering around in a rather dark, dingy, Speccy-coded twilight zone, *Dizzy* has now gone full colour. Y'see *Crystal Kingdom* is the first *Dizzy* game to be programmed on the C64, and it shows.

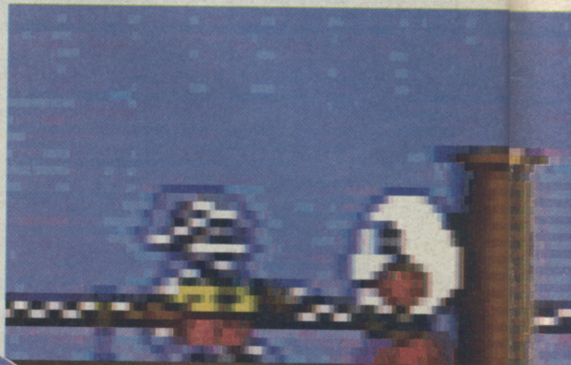
The first differences you'll notice are the backgrounds. No longer does it look like the whole thing is taking place at night – there are blue skies and sunshine. When you move from screen to screen the scenery matches with the screen before; if there's half a tree on the right hand side of a screen there'll usually be the other half of the tree on left side of the next.

Another improvement is the control system. You are able to control jumps more precisely than before; changing directions part of the way through a leap is possible as is controlling the height of the jump. This makes for a far more playable game. Unfortunately it also makes the game far too easy to complete – I finished the first three levels in two days (*but then, you did have an infinite lives poke, didn't you? – Ed*). An adventure should have enough in it to keep you busy and keep it going for a while. But *Crystal Kingdom Dizzy* hasn't got the lastability that it needs. You've either finished it with a few hours playing, or, after 10 minutes bouncing around, you switch off your machine and go and do something less boring instead.

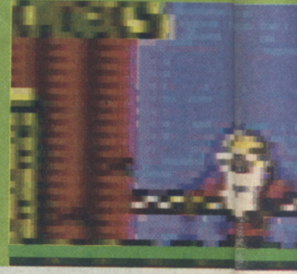
And yes, a few lines back I did mention levels. It's yet another new concept for *Dizzy*. *Crystal Kingdom* is a four-level game, each with an access code. And a nice touch it is too, great if you get called for your tea two levels in. The



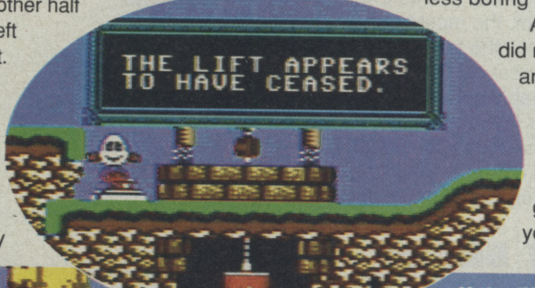
I'm not sure that headbutting dragons is a hobby that's suitable for delicate little eggs to practice. I suppose it's dragon omelette for tea again tonight, yuck!

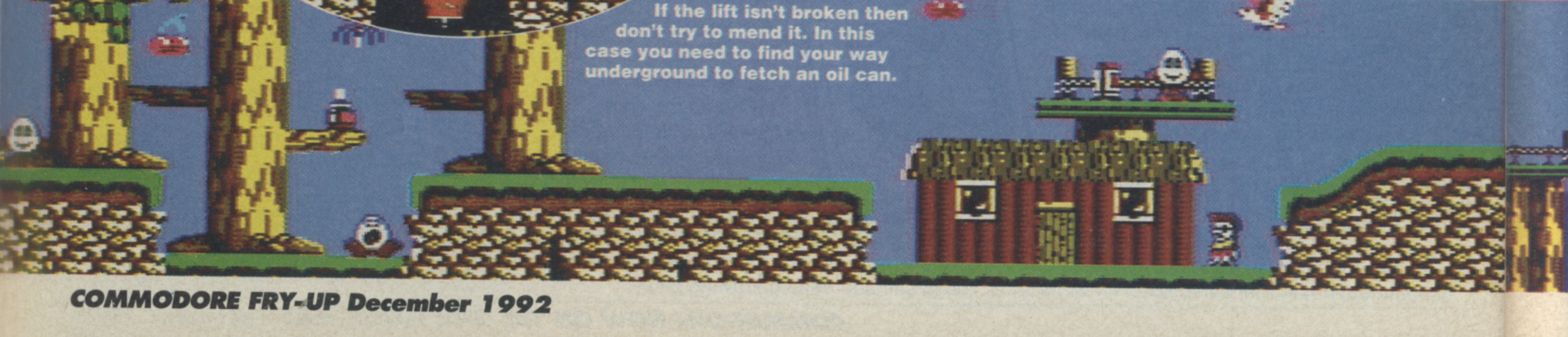


Ahoy land lubbers, come aboard Captain Blackheart's ship. As with most things in this world, you don't get something for nothing. If you want to sail across the ocean, you'll have to fix the ship first. There's a nasty leak that needs fixing below deck. But the old thumb in the dyke trick won't work here – you'll have to think of something a little more secure.

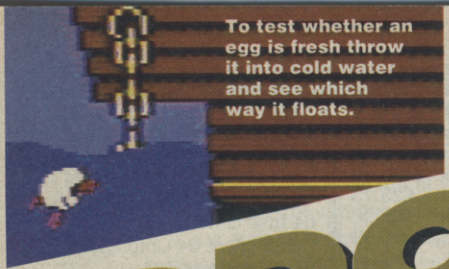


The first little lady you are likely to come across is Dizzy's bit of stuff, Daisy. Unfortunately she's not much help. Apparently you messed up her bedroom (oo-er) last time you were there, so she won't let you in her little house again. Maybe there's another way?


THE LIFT APPEARS
TO HAVE CEASED.



If the lift isn't broken then don't try to mend it. In this case you need to find your way underground to fetch an oil can.



To test whether an egg is fresh throw it into cold water and see which way it floats.

INGDOM DIZZY

levels are quite different from each other; the first is your bog standard *Dizzy* thang with grass, clouds and platforms in the trees, while others are set on the deck of a ship and down in dingy underground tunnels. If you do have to go deep underground, to explore dank caverns, you'll need a torch. Without light you won't be able to see the tips of your little red feet, let alone avoid the flying rats that live down there.

After all these new additions to the game play it's disappointing to see that it's the same old story revamped once more. Plotwise *Crystal Kingdom* hits the heights of repetitiveness with this walking-and-jumping, pick-up-things as you go adventure. In this episode Dizzy's on the hunt for the treasure that has been stolen from the temple in the *Crystal Kingdom*. The thieving magpies took a crystal-encrusted sword and a crown along with the sacred wooden chalice.

Dizzy's grandad is a mite upset by this, so being the conscientious relative that he is, Dizzy sets off into the wild yonder on the quest for the lost treasures of the yolk folk.

One day maybe the Codies will learn that you can have too much of even a good thing. There's nothing so stunningly different about this game that sets it apart from the rest. If you still love Dizzy after all these years then you'll more than likely think *Crystal Kingdom* is the best thing since sliced bread, but everyone else should be warned that despite the improved looks; essentially this is almost exactly the same formula as before.

Ultimately there's nothing wrong with Dizzy himself, or the latest game, but I think we've all had enough of the basic scenario and would relish a bit of a change. How about a *Dizzy* shoot-'em-up, or a blast the baddies platformer? Yeah, little Dizzy running around with a laser gun, I could go for that.

CLUR

> Same old story revamped once more.

CRYSTAL KINGDOM DIZZY
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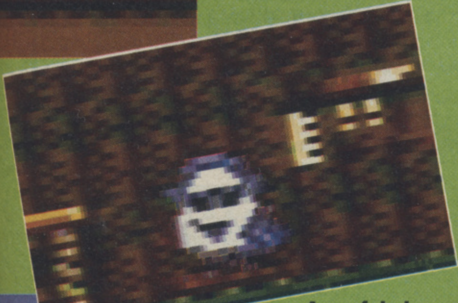
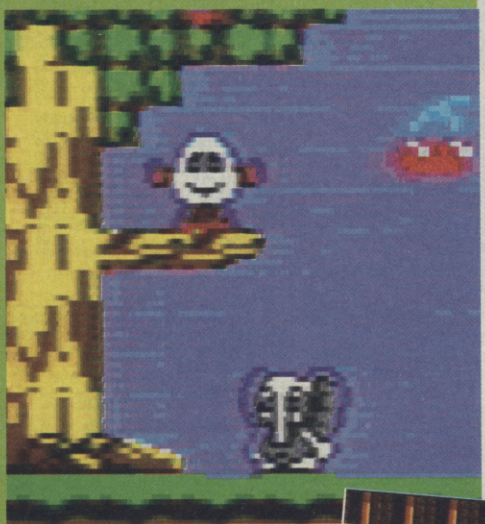
IT'S NOT WHAT YOU KNOW, IT'S WHO YOU KNOW...

Here are the people you're likely to meet, as you're walking down the street...

Most of the characters you meet in the game will tell you valuable bits of information – all you have to do is ask. Stand next to them, hit fire, then listen to what they have to say. A lot of them seem to have mislaid certain objects, so it's a good idea to find these and return them to their rightful owners. Be helpful wherever you can.



A useful chap is Denzil, the local Mr Fix-it. At the moment he's fixing your Grandad's specs, but being a bit of a hippy chick fuzz head, he's gone and lost his screwdriver. What a clot.



Believe it or not this is supposed to be CJ! Okay, he *does* look slightly elephantine but he's nowhere near as cute as the original. If you have a chat with CJ all he'll tell you is that he has a craving for peanuts. (*Perhaps he's pregnant – Ed.*)

POWER RATING

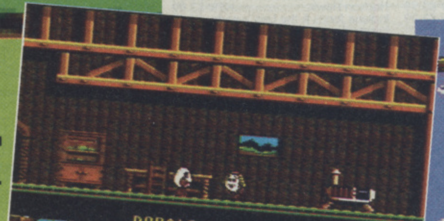
100
90
90
73
60
50
40
30
20

UPPERS

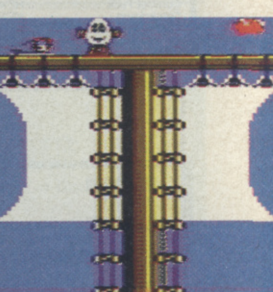
- All new colour Dizzy.
- Improved control system.
- Four different levels, each with a password.

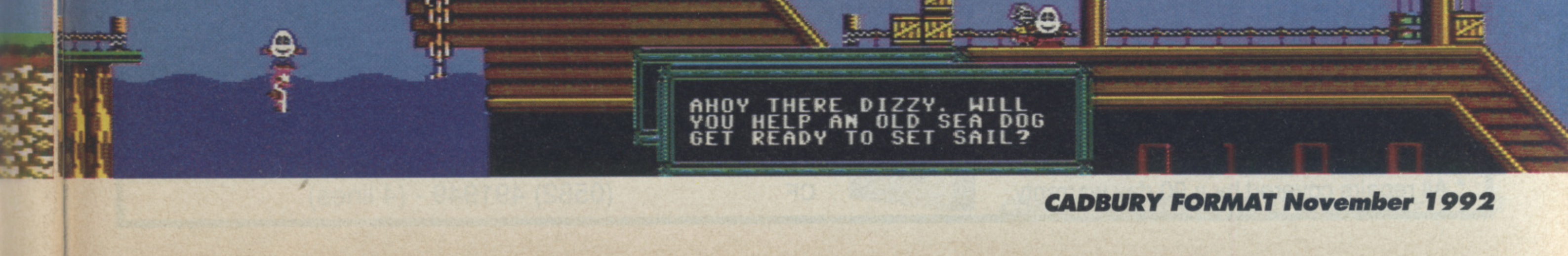
- Too easy to complete and not enough levels.
- Same old story, just vamped up a bit.
- Aren't we all a little fed up with the egg?

DOWNERS



If you can't stand the heat you know what they say. Only problem is Dora's cooker isn't working properly.





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★ SUPER ALL STARS ★

Steg, CJ in the USA, Captain Dynamo, Magicland Dizzy, Turbo the Tortoise.

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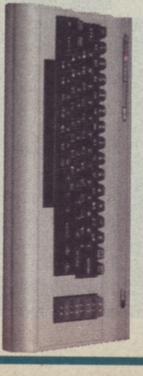

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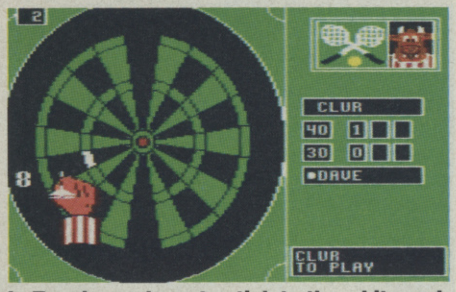
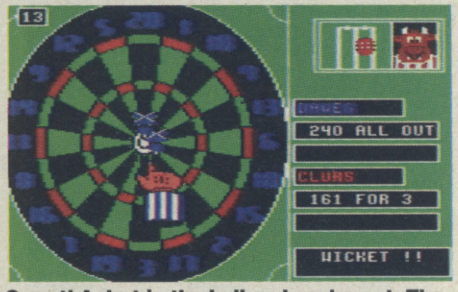
CF

BULLY'S SPORTING DARTS

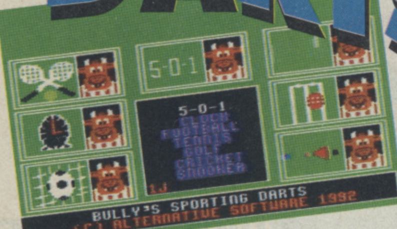
ne hunnndred and eiiightyyyy. Take your pack of three out of your back pocket and get down to some serious arrow-throwing business. Actually, to call *Bully's Sporting Darts* a darts sim is a total misinterpretation of what the game is all about. And, despite the presence of Bully it has very little in common with the quiz show *Bullseye*, either (so thankfully you don't get Jim Bowen leering at you). You play on a dart board, you use darts and you can play bog-standard 501 if you want, sure, but there's a lot more to it than that. *Bully* also features Football, Cricket, Tennis, Snooker, Golf and Round the Clock and all played using your darts – and you don't have to worry about puncturing any balls.



In Tennis you have to stick to the white and out of the black when you're serving.

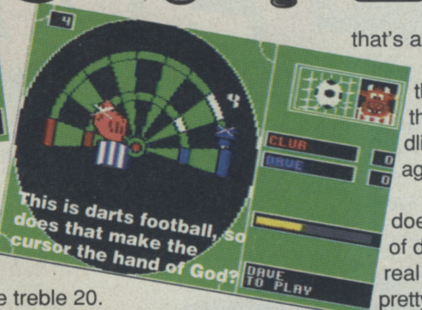


Owzat! A dart in the bull and you're out. The two sports for fat old men are combined!



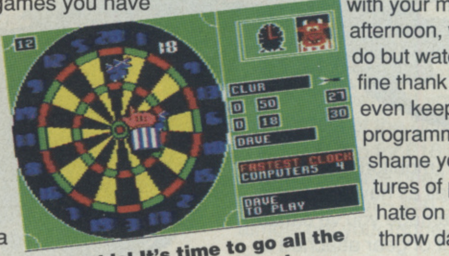
It's got more bulls than a china shop could ever hope to survive.

All the sports are played on the standard dartboard that you'll find in hostelries all around the globe (*except in countries where they don't have pubs, that is – Ian*). The control system is much the same as *John Lowe's Ultimate Darts*, but looks more impressive, with an animated hand chucking the dart for you instead of just a tiny little cursor (though this makes it more difficult to be accurate, especially when time is running short). The little hand roams about the screen affected by gravity and the movements of the 'stick in your hand. The controls bring to mind those of *UGH!* – sudden movements of the 'stick can have you planting a dart in the double three instead of the treble 20.



This is darts football, so does that make the cursor the hand of God?

In all but one of the games you have to play against an opponent. Challenge your mates or hook up with the 64; the computer opponents range from a deeply dippy number one to the ultimate opponent, number nine, which would have a good chance of winning even if it was pitted against Eric Bristow.



Clock this! It's time to go all the way around the dart board.

If I have to have a favourite, it has to be the snooker. The red balls are represented by the numbers one to 15 on the board, the colours to pink by numbers 15 to 20 and the the bulls-eye is the black. The rules work exactly the same as in snooker: pot a red, then a colour, then a red, then a colour and so on until you run out of reds. Then you have to start potting the colours in order till you pot the black. And ta-daaaa, you've won!

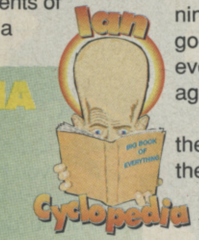
In many of the games the trebles and doubles come in to play. For example, in football, hitting a double will move you three spaces nearer to the 18-yard box as opposed to the normal one space. The double and treble beds really come into play when you switch to tennis, however, as these are the only active sectors of the board. The server, as in lawn tennis, has the advantage. They have to hit a highlighted section of the double ring, while the receiver has to return by planting a dart in the treble bed.

There's nothing stunning about the graphics. No shiny intro sequence, no little bulls doing a groovy dance. But who needs it? A dart board is a dart board and any fancying up would just make things far too complicated. A direct bullseye gets a thumbs up from bully but that's as far as the snazzying-up goes.

What no multi-load? You bet. All these fabulous games load at once into the memory of your beloved 64! No fiddling about with the tape or waiting for an age just to get back to the title screen. Yo!

Bully's hits the mark. Okay, so it doesn't stick fervently to the proper rules of darts, but then, it's not supposed to be real darts; it's a computer game, and a pretty addictive one at that. For a good larf with your mates on a wet Sunday afternoon, when there's nothing to do but watch *Highway*, it'll do just fine thank you very much (it might even keep you away from programmes you like, too). It's a shame you can't stick pictures of people you hate on the board to throw darts at, though.

CLUR



IAN CYCLOPEDIA INVESTIGATES THE WORLD OF DARTS

A few things you never knew about darts:

1. Bulls can't actually play darts, the darts keep falling out of their hooves.

2. You do get something in *Bully's Sporting Darts* for two in a bed (unlike in the TV show where this rare feat of skill is rewarded with your prize being taken away – what a swiz).

3. A northerner invented the present numbering system on the board in 1896, so blame him for sticking the one next to the 20.

4. Roy Edwin Blowes from Canada was the first recorded person to achieve a 501 in just nine darts.

5. No matter how many times he says it Jim Bowen has never been and will never be, "Super, smashing, great!"

6. Jeremy Beadle's photo is the most satisfying thing to throw darts at.

BULLY'S SPORTING DARTS

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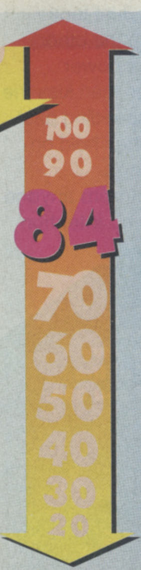


UPPERS

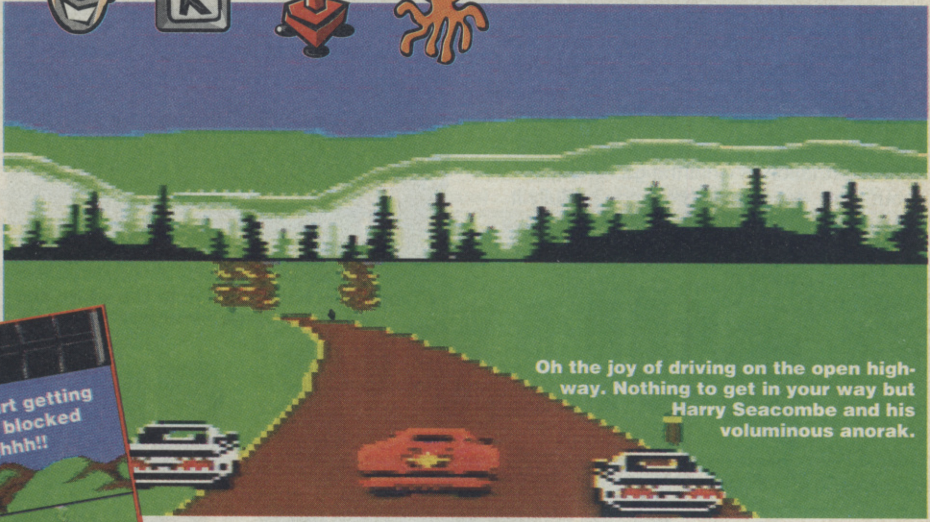
- **Not just a darts game.**
- **Smooth controls.**
- **A well-executed, original idea for a game.**
- **Not just a game of luck – you need skill to win.**

- **A bit repetitive.**
- **Uninspired graphics – but darts isn't much of a visual spectacle, is it?**

DOWNERS

CRAZY CA

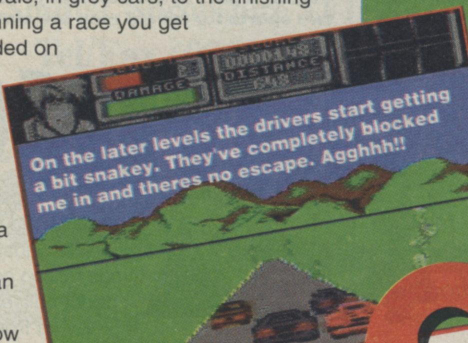
Crazy cars don't go to the auto-psychologist to re-live their bad experiences in the showroom. They hit the open highways of America and race their tyres off. Being a bit of a crazy driver herself, Clur was the ideal person to road test this latest high-speed actioneer...



Oh the joy of driving on the open highway. Nothing to get in your way but Harry Seacombe and his voluminous anorak.

With the police cracking down tightly on speeding motorists, the best way nowadays to get fast driving kicks is definitely from the comfort of your 64. *Crazy Cars 3* takes you away from the traffic jams of the M25 to wide open roads where the only aim is to knock the other cars out of your way.

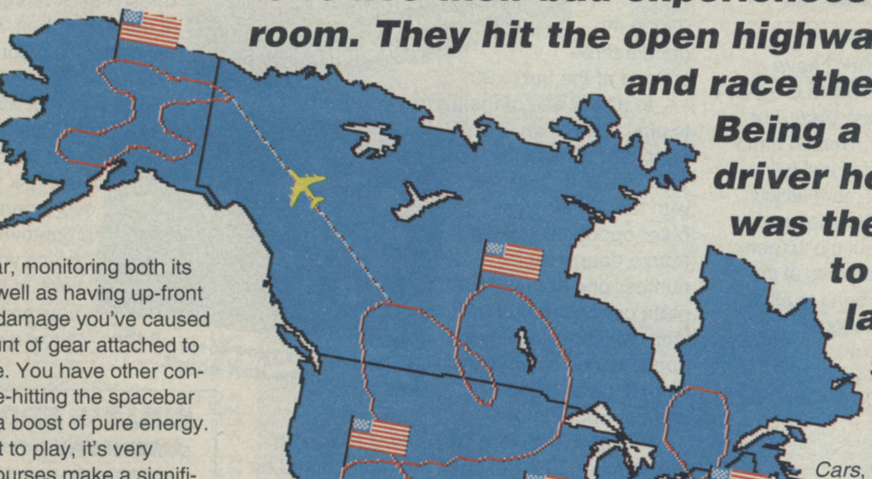
There are 10 levels of racing in a big red Lamborghini Diablo, the intention being to beat your rivals, in grey cars, to the finishing line. For winning a race you get goodies added on to your car, the most important being a better engine to give you a few more kilometres an hour. There are also snow tyres and a radar detector to warn you of approaching police cars (although the radar detector isn't much use, as you can easily burn off the cops in your monster machine).



On the later levels the drivers start getting a bit snakey. They've completely blocked me in and theres no escape. Agghhh!!

You view *Crazy Cars* as if you sitting in an open trailer invisibly attached to the Lamborghini. From behind, the car looks good, especially when cornering, and the perspective and scrolling of the other cars and shrubbery is great.

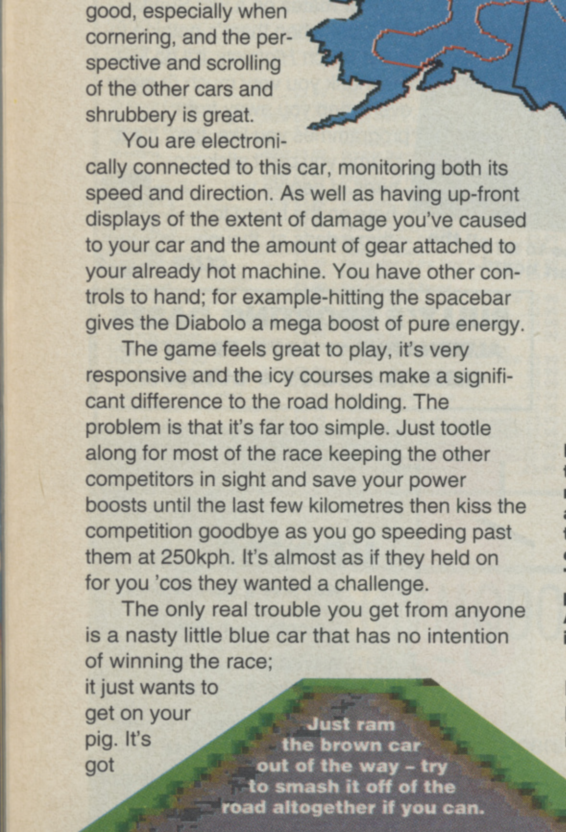
You are electronically connected to this car, monitoring both its speed and direction. As well as having up-front displays of the extent of damage you've caused to your car and the amount of gear attached to your already hot machine. You have other controls to hand; for example-hitting the spacebar gives the Diabolo a mega boost of pure energy.



Follow this route around the U S of A. Then take a plane ride to Alaska to play in the snow.

The game feels great to play, it's very responsive and the icy courses make a significant difference to the road holding. The problem is that it's far too simple. Just tootle along for most of the race keeping the other competitors in sight and save your power boosts until the last few kilometres then kiss the competition goodbye as you go speeding past them at 250kph. It's almost as if they held on for you 'cos they wanted a challenge.

The only real trouble you get from anyone is a nasty little blue car that has no intention of winning the race; it just wants to get on your pig. It's got enough power to get to the finish line before you've even put the pedal to the metal but instead it sneaks up behind you, then nips in front and gets in your way. The only way to cope with this pain is to bash him off the road and speed off while he's stuck to the tree. Mind you, like the *Terminator*, he'll be back.

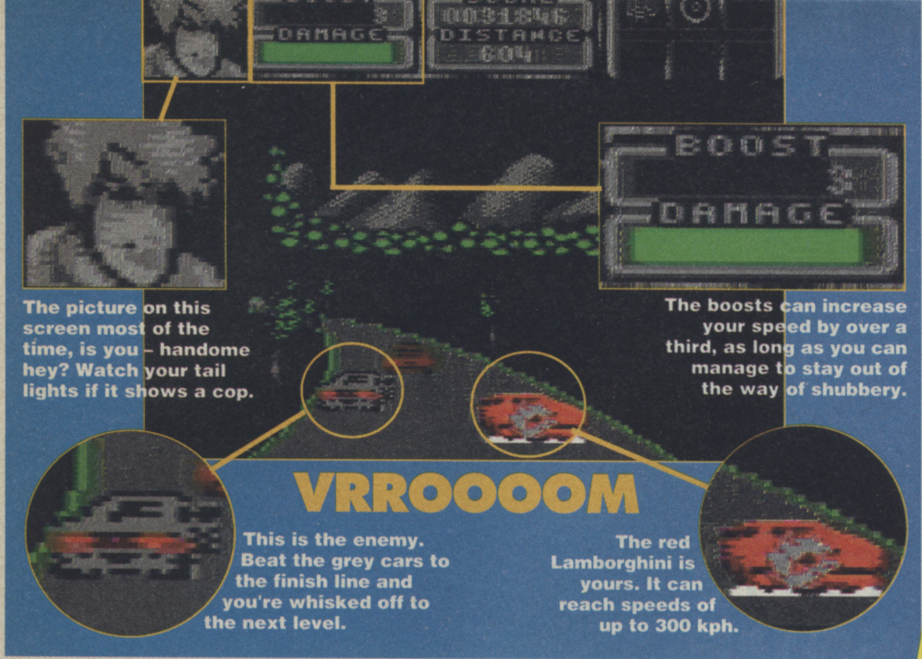


Just ram the brown car out of the way – try to smash it off of the road altogether if you can.

Most driving games have a control system which comprises accelerate, brake, left and right. In *Crazy Cars*, for some weird reason, once you hit top speed you can take your foot off the gas (or rather take your hand of the 'stick) and you remain at top speed. You just need to touch the accelerator if you get slowed down by a tree or another car. Very strange. If my car did that she'd be straight down to ATS for an overhaul.

Crazy Cars is one hell of a multiload – thank heavens there's infinite continues on every level. If you had to go right back to the

I still haven't quite worked out what the turquoise stuff is on the ground. I blame the greenhouse effect.



The picture on this screen most of the time, is you – handome hey? Watch your tail lights if it shows a cop.

The boosts can increase your speed by over a third, as long as you can manage to stay out of the way of shubbery.

VRROOOOM

This is the enemy. Beat the grey cars to the finish line and you're whisked off to the next level.

The red Lamborghini is yours. It can reach speeds of up to 300 kph.

Ian
Cyclopedia

IAN CYCLOPEDIA'S HISTORY OF THE HORSELESS CARRIAGE

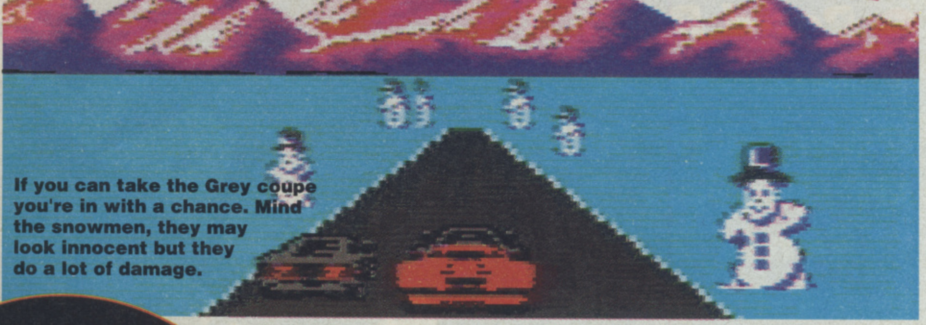
The first motor car ever was a two foot long, steam-powered automobile, created by a certain Ferdinand Verbiest way back in 1668.

The Bugatti Royale type 41 is the largest ever car to have been constructed for road use. There were six built in 1927 which, when put end to end, measured over 40 meters in length.

Take care if you ever drive a particularly furry car in the state of Illinois. You see they have laws there which forbid cars to impersonate wolves. Grrrr.

Wacky Races was the best ever cartoon based on moter racing.

RS 3



If you can take the Grey coupe you're in with a chance. Mind the snowmen, they may look innocent but they do a lot of damage.

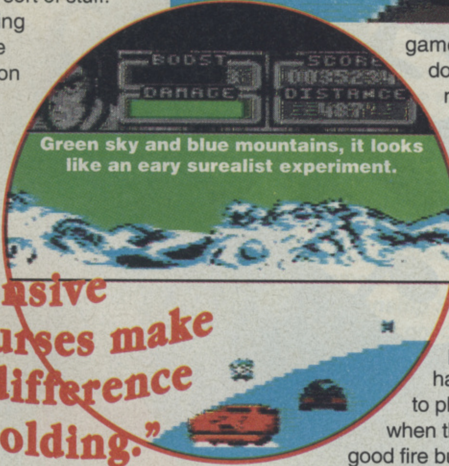
beginning every time something went wrong you'd spend more time loading than playing, that it wouldn't be worth it at all. As it is, playing isn't all that much fun. What we want is more gratuitous violence, spikes on wheels, passengers with sawn-off shot guns that sort of stuff.

Why bother with smart loading screens, plot, snazzy high score tables and tons of info flashing on screen when all you really want to do is race? I'll tell you why – there's got to be a reason for racing. No matter how well you've perused the manual it's good to know how well your opponents are doing. I'd like to have known how far in front I was. Most of all it would be fab to actually have a physical finishing line, a bit of red tape or something, rather than just a sudden collapse in power output when you've reached the end of that particular race.

Whether you win or loose (no that's not a spelling mistake on *CF*s part, it's what the game says you've done when you've made a bit of a mess of things – these French just can't spell) all you get is an unimpressive message telling you to hit space to play. (Why you have to use space to play and power up when there's a perfectly good fire button on your joystick is beyond me). Basically *Crazy Cars* is a good game that needs polishing. A few bits of tinsel and a few more levels would make it a very good racing bash.

Don't get the impression that we think that all racing games should be so tough that you'll never finish them. But when a player new to the game can finish every level, without getting stopped by the cops once (and on a Monday morning at that), there's got to be something amiss. *Crazy Cars 3* is much too easy to master and you'll be thrashing the top road racers of the US of A in about an hour. Not much cop for £16 if you ask me. This would have been great as an original budget – you might almost get your money's worth.

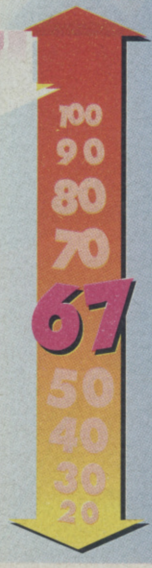
CLUR



Green sky and blue mountains, it looks like an eary surealist experiment.

> "It's very responsive and the icy courses make a significant difference to the road holding."

CRAZY CARS 3
TITUS ☎ 071 700 2119 • CASS £10.99 • DISK £15.99 • OUT NOW

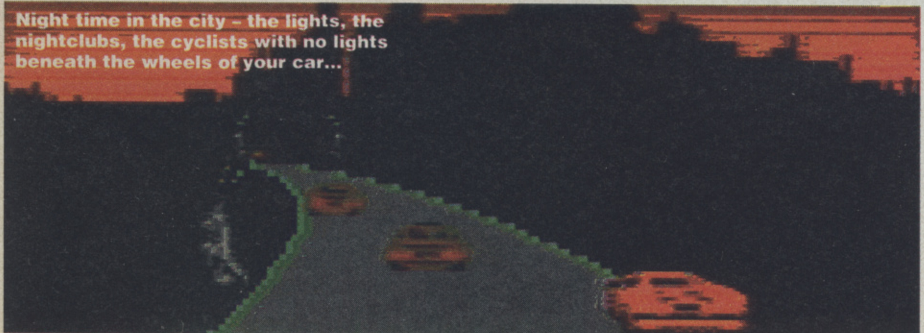


UPPERS

- Conveys the feeling of fast driving excellently.
- The graphics for approaching cars and scenery are very good.
- Responsive steering.

- Far too easy to beat.
- There are no frills to enhance the gameplay.
- Only 10 short levels.

DOWNERS



Night time in the city – the lights, the nightclubs, the cyclists with no lights beneath the wheels of your car...

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- Plus loads more!

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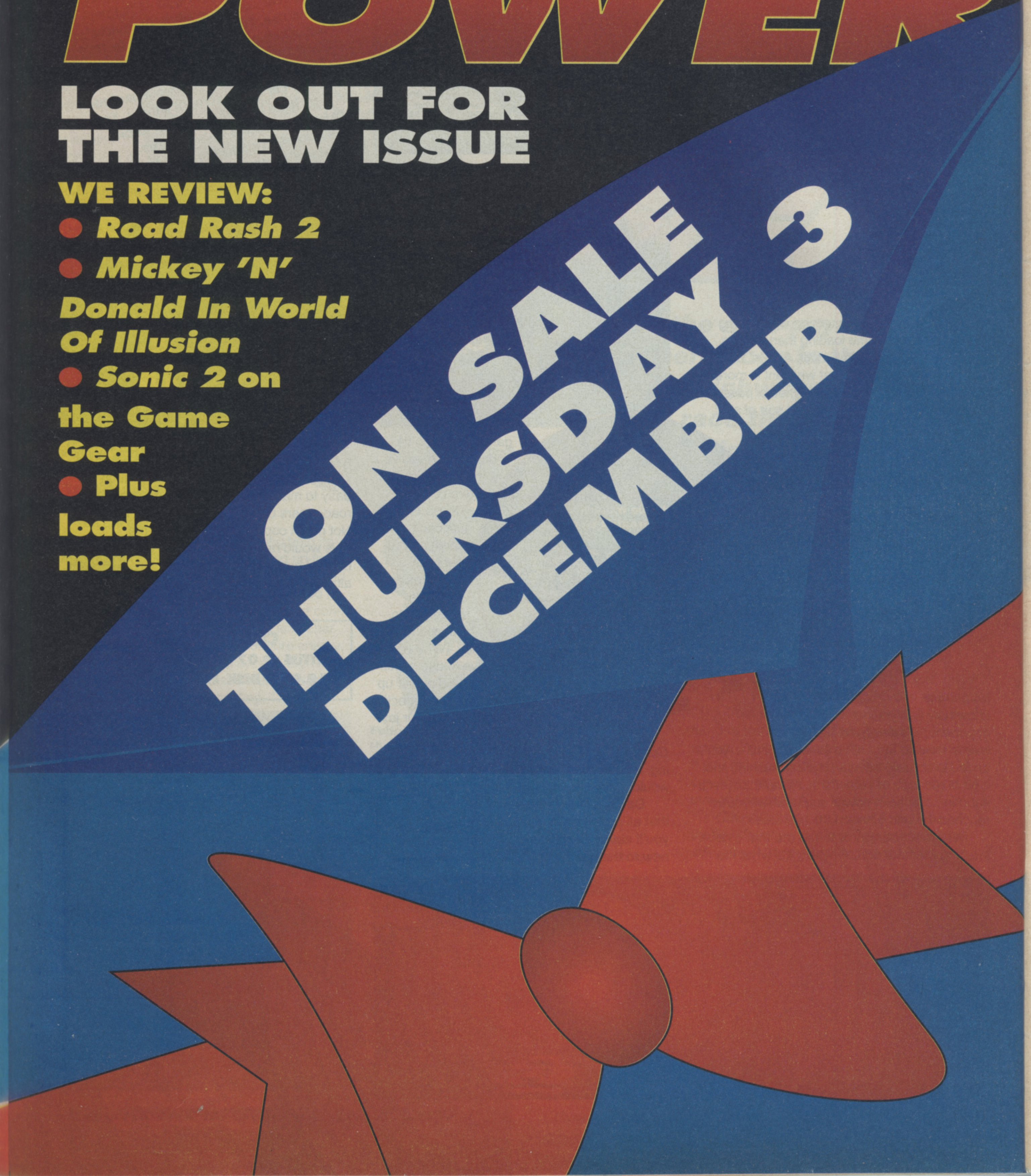
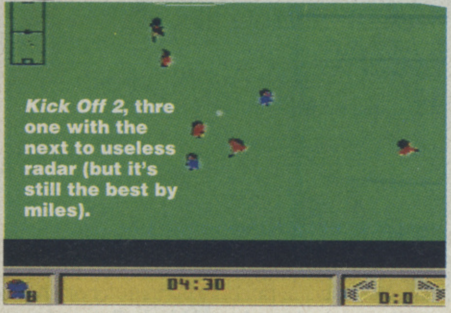


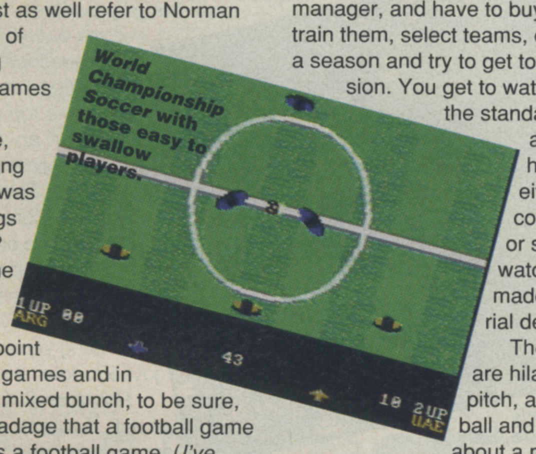
PSYCHO'S SOCCER SELECTION

All hail to the great God Jimmy Hill.



Kick Off 2, thre one with the next to useless radar (but it's still the best by miles).

Nope, despite the title, this has nothing to do with that Vinny Jones video where he selects his favourite nasty tackles. It's a compilation of Football games. The 'Psycho' refers to Stuart Pearce, captain of England's football team. Not that it really matters. It could just as well refer to Norman Bates; the chances of Pearce ever having played any of the games on this compilation would be a surprise, and as for them being his choice… hello, was that a hog with wings I just saw flying by?



World Championship Soccer with those easy to swallow players.

But that's not the point, is it? It's just the nature of licences. The vital point is the quality of the games and in this case, they're a mixed bunch, to be sure, disproving that old adage that a football game is a football game is a football game. (*I've never heard that one – Ed.*) Um, that's because I just made it up, but I'm sure it's the way loads of people do think. Anyway, there are four of them and they range from the probably the best football sim yet seen on the 64 to a game so dire that the meaning of the word dire has been rewritten in the latest dictionaries to accommodate its existence.

Kick Off 2 is a great game, not without its faults, and not without some flagrant flouting of footie's rules, but still great fun to play. It's the fastest of the four, has the most options, the clearest graphics and the most positive control response. Like the other games it uses a system where the highlighted player is the one over which you have control, (a system which is okay, but does have it's faults when the control switches from one player to another just when you were least expecting it) but it's the only one to offer a radar screen which shows you where the other players are. Okay, so it's pretty small and the players are practically invisible blobs but it's certainly better than a whack across the knuckles with petrified palm tree.

You have a selection of teams and a number of tactics from which to choose. Each player has a mixture of attributes and skills, such as Pace, Stamina and Resilience, and believe me, they do make a difference. Watching one of your slower players run for the ball can be extremely frustrating, and you can bet that whatever team you choose, there's going to be at least one lamer.

Manchester United is a management sim, and they're not everybody's cup of tea, it has to be said. So I'll say it – they're not everybody's cup of tea. You play the Reds' manager, and have to buy and sell players, train them, select teams, etc. You do this for a season and try to get to the top of the division. You get to watch each game from the standard top-down view at which point you have a choice of either taking limited control of your players or sitting back and watching, hoping you've made the right managerial decisions.

The match sequences are hilarious, with a tiny pitch, a diamond-shaped ball and halves that last about a minute. The management bits, meanwhile, are pretty dull, with possibly the most uninspired graphics ever seen on the Commodore.

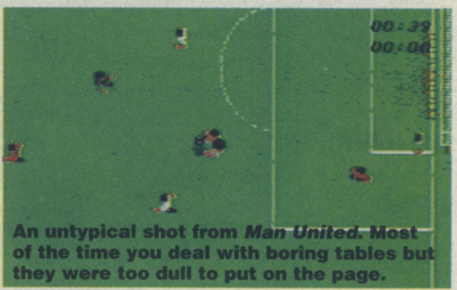
World Championship Soccer is similar to *Kick Off 2*, but not as good. The graphics are inferior (the players look like headache tablets), it's not as fast and there aren't as many options or player skill settings. The goalies are especially odd – not only do they look like Guy the Gorilla, but the ball seems to go straight through them (I assume it's supposed to have gone over their heads, it's not very clear). It remains a fairish attempt at a footie sim and, as it's easier to play than *Kick Off*, it works as a good training ground for players new to the footie sim genre.

Finally we have ***Fighting Soccer***. It's a bit like *Plan 9 From Outer Space* – so awful it transcends its naffness and has an entertainment value all of its own. The graphics are dire, the controls are limited and when the players head the ball they tend to leap about 20 feet in the air. Even odder, there's very little evidence of any fighting.

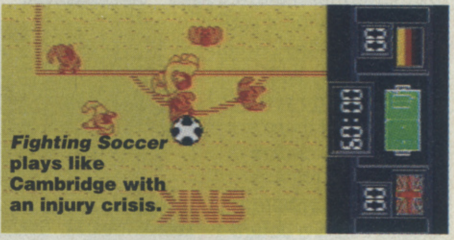
Kick Off 2 's the only reason to buy this compilation, but as it's also available on other, better compilations. Seek out one of those instead. ***DAVE***

WHY FOOTBALL SIMS ARE NEVER TOTALLY REALISTIC

1 They never use the offside rule.
2 A player throwing the ball in is invariably allowed to run after the ball and kick it himself before any other player.
3 You never get pitch invasions
4 The players don't kiss each other after they've scored a goal.
6 You can't argue with the ref.
7 You can't shout at the ref to tell him his mother was a constipated warthog.
8 The crowd doesn't hurl abuse at the ref.
9 The ref is never a vindictive, one-sided, biased, blind, deaf, son of a warthog.



An untypical shot from *Man United*. Most of the time you deal with boring tables but they were too dull to put on the page.



Fighting Soccer plays like Cambridge with an injury crisis.

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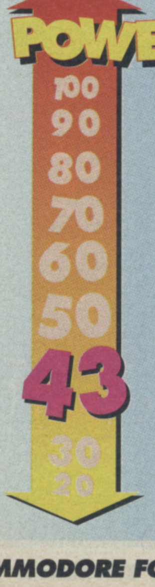
POWER RATING

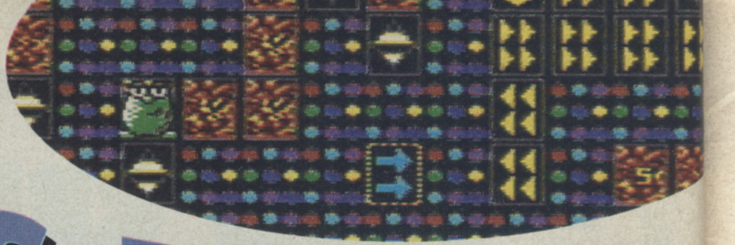


UPPERS

- ***Kick Off 2* is still one of the best footie sims you're likely to find.**
- ***World Championship Soccer* is OK for players new to the genre.**

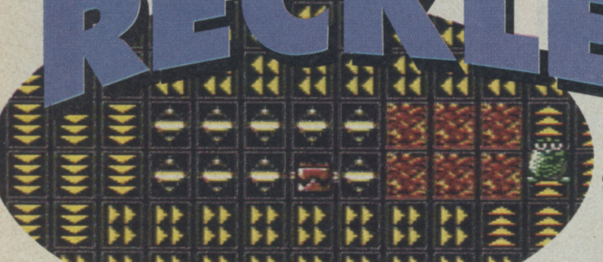
- ***Fighting Soccer* is absolutely awful.**
- **The instruction manual isn't very helpful.**
- **None of the graphics are particularly good.**

DOWNERS



How to get from A to B via Q, turning left at Z, doubling back to S and using W as a shortcut.

RECKLESS RUFUS



Arrows make you slide, so this screen is 'slipperier' than icey banana skin.

Basing a game on the antics of a cutsie blob of snot with big googly eyes has got to be the most hat-stand idea anyone has had all year, or any year for that matter. At least that's what Reckless Rufus seems to be. He's green and globular and despite the fact he seems to have legs (*albeit very short, stumpy ones just like Dave's – Ed*), he prefers to blob around place like a rotund ball of recently-sneezed mucus splodging down a pane of glass (*yep, he definitely sounds like Dave – Ed*).

The game is set up as over 130 screens, each getting more complicated as you go along. The aim is to squelch Rufus around the screen and collect the diamonds as you go. (*Why is it always diamonds? – Ed.*) (*Because they're valuable, you fool! – Roger.*) The problem is that a lot of the space is taken up by marshy land that'll suck you into oblivion if you touch it with any part of your phlegmy self.

So how do you get on to them if there's marshland standing in your way? That's where the numbered blocks that are dotted around the levels come into play. These allow you to build your own blocks, but only up to number shown on the original numbered block. So you have to plan carefully where to stick your slabs.

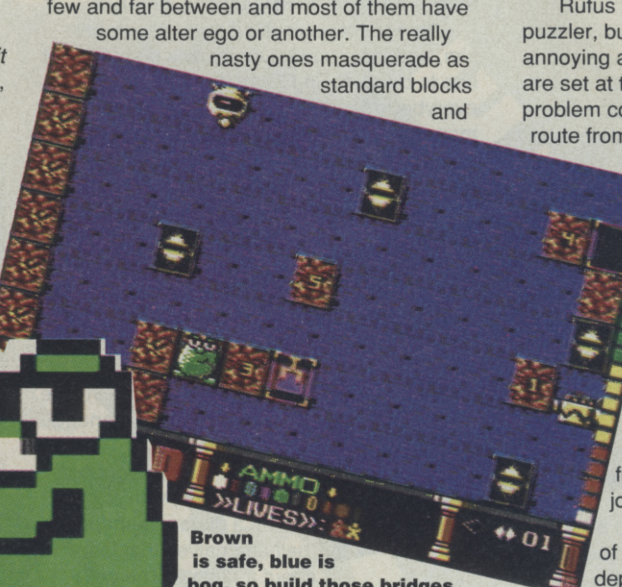
The only safe squares to stand on are few and far between and most of them have some alter ego or another. The really nasty ones masquerade as standard blocks and only when Rufus rolls on to them do they show their true colours. There are bonus blocks as well, that can boost your score by enormous amounts or even make you disappear for a few seconds.

Making matters even more maddening are some very nasty maraudering meanies that are out to get ya. Blast 'em with the laser gun, but only if necessary – there's a limited amount of fire power to play with.

Rufus has the makings of the ultimate puzzler, but it blows it. It's just so downright annoying at times. The puzzles themselves are set at the correct difficulty level, but the problem comes when you have no escape route from the baddies. You might have done everything right until almost the end of a level, when you're innocently sitting at the top of the screen and… POW! an alien appears out of nowhere and robs you of your last life. This is not what I call cricket. Continues would be nice – there are only passwords every 10 levels and once you've lost your three lives you're taken all the way back to level one. This is so frustrating you end up throwing your joystick down the waste disposal.

Reckless Rufus is not just a game of skill. Success, or failure, depends too much on luck. Whether you enjoy it or not, depends on how patient a games player you are.

CLUR

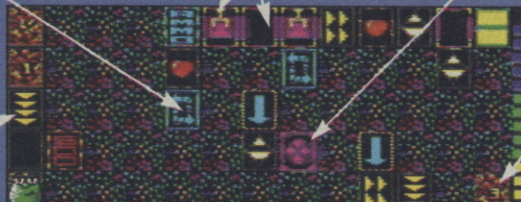


Brown is safe, blue is bog, so build those bridges.

What exactly is a reck and why hasn't Rufus got one? I think we should be told.

IT'S CRYSTAL KINGDOM RUFUS

Blocks here, blocks there, blocks blimmin' everywhere. And there's loads of different sorts too, so you're going to have to remember what does what if you want to reach those crystals. Here's a quick guide to some of the more common ones…



Standing on this reverses your directional controls for a while.

The pink switch turns the barrier blocks on and off.

This block has you rooted to the spot for a few seconds.

These squares whizz you automatically in the direction that the arrow's pointing.

Bridge the gaps using the numbered blocks.

Green squares turn Rufus invisible and so safe from the aliens.

The star of the show, Reckless Rufus himself.

The aim of *Reckless Rufus* is to collect these lovely shiny crystals.

The counter shows how many crystals you have in your hands.

RECKLESS RUFUS

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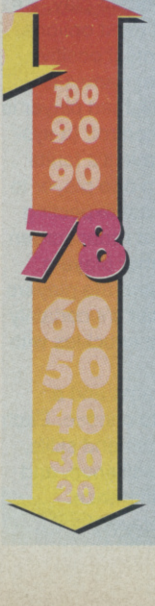

UPPERS

- Over 130 levels.
- Intriguing premise.
- Clear graphics, and Rufus is dead cute.
- Great sound effects.

- More luck than skill.
- Passwords only after every 10 levels.
- The controls aren't very positive.

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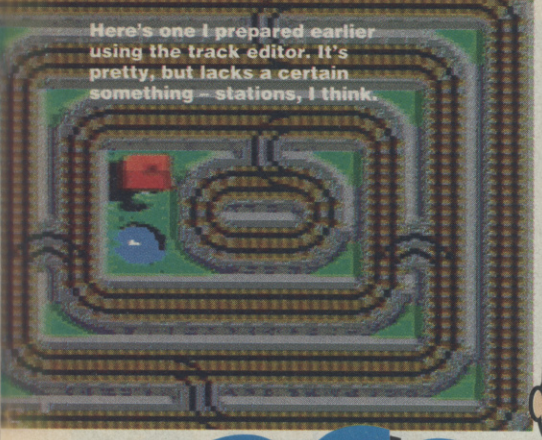
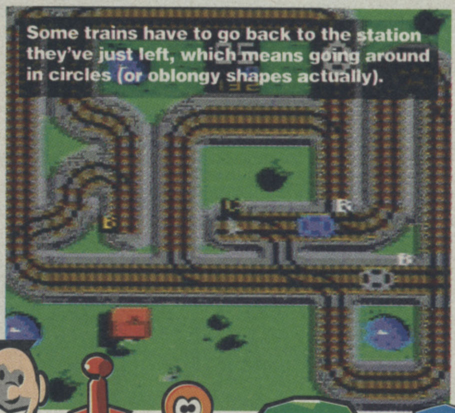
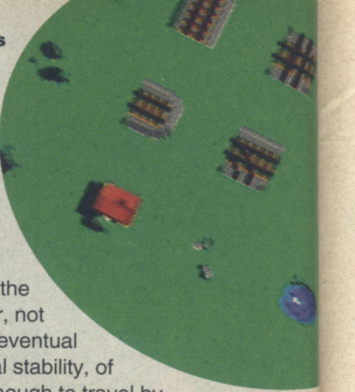


Here's one I prepared earlier using the track editor. It's pretty, but lacks a certain something – stations, I think.



Some trains have to go back to the station they've just left, which means going around in circles (or oblongy shapes actually).

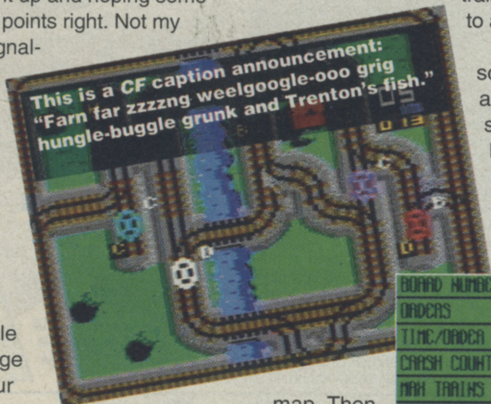


You can design your own tracks using the elements available on this screen – but where are the leaves and the workmen?

LOCOMOTION

Time, apparently, flies by when you're the driver of a train, but I'm not too sure why. I mean you just sit there, occasionally slowing the thing down or speeding it up and hoping some signalman has set the points right. Not my idea of fun. But that signalman I mentioned – now, he's got a much more tricky and interesting job, and luckily it's him you're taking the place of in *Locomotion*, and not old Jones the Steam.

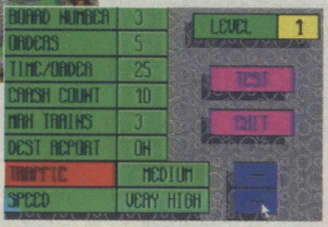
The game's a darned fine little puzzle game based on the age old plot of getting your different coloured things to their own particular homes, avoiding obstacles along the way, only this time it's trains that you have to get to a particular station.



This is a *CF* caption announcement: "Farn far zzzzng weelgoogle-ooo grig hungle-buggle grunk and Trenton's fish."

On each level the screen starts off void of any trains but with a rail system that looks a bit like a section of the London Underground map. Then a station will flash and shortly afterwards a train will leave that station carrying a particular letter. You have to guide this train to the station labelled with that letter. Sometimes it might even have to go back to the station it just left.

Keep an eye on whether you're on the right tracks.



BOARD NUMBER 3
ORDERS 5
TIME/ORDER 25
CRASH COUNT 10
MAX TRAINS 3
DEST REPORT ON
TRAFFIC MEDIUM
SPEED VERY HIGH

Usually, while this train is on route to its destination, another station will start to flash (maybe even the same station) and soon enough there'll be two trains on screen. This'll carry on until you have the maximum number of trains chuffing around for the level you've reached.

Trying to get the trains home in the right order can prove more than a little chaotic. You can end up with the most disastrous situations occurring – trains spinning across the screen, passengers plummeting to their doom into fast-flowing rivers, that sort of thing. The aim of the game is, however, not to ponder on the eventual fate, or the mental stability, of the people rich enough to travel by British Rail, but to get the trains home. You do this by controlling the points on the track. The points are where one track converges with another. If a train is travelling in the right direction it can either take the right or left fork depending on how you've set the points.

Each level has a different track layout, but the program also has a built-in level editor so that you can design your own tracks. Test your mates – make the tracks as tough or as easy as you like using the parameters editor which controls things like the speed of the trains and how many there can be on-screen at any one time.

Locomotion is not a logic puzzle, it's too frantic for that. It's more a test of your organisational skills. If you get in a flap everything will end up looking like the mess that your baby brother leaves in his pants when he's just been force fed a tin of mushy peas. What you need is an eye for detail and darned quick reactions.

Graphically, the tracks are pretty impressive and the surrounding buildings, plants and other trackside ephemera provide a decent setting. But the trains themselves look more like the remains when you've squashed a beetle, and not the sort that sung about love being all you need; as Ringo Starr looks completely different when he's squashed – more like a Sinclair C5.

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Thomas the Tank Engine
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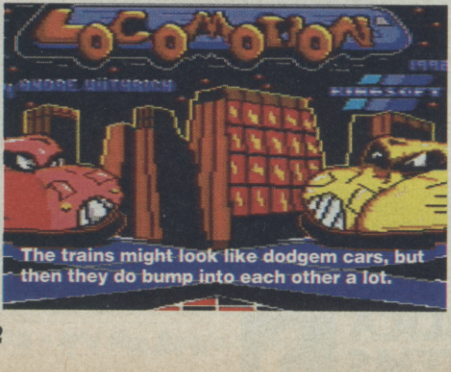
The Bullet
The Mallard (which was around in the 40s and was faster than any of today's InterCity trains)
TGV – Tres Grande Velocité (or that's what we reckon it ought to stand for)
The Runaway Train at Euro Disney (*been there, done that – Clur*)
The Cannonball Express
Ivor the Engine
The Blue Peter Express
Silver Streak
The Titfield Thunderbolt
Princess Di's wedding train
Freddie Laker's Sky Train
...Unfortunately all the other trains that should have been included have been delayed at Crewe, owing to the wrong kind of leaves on the track.



The trains might look like dodgem cars, but then they do bump into each other a lot.

LOCOMOTION
KINGSOFT ☎ 0753 686000 ●
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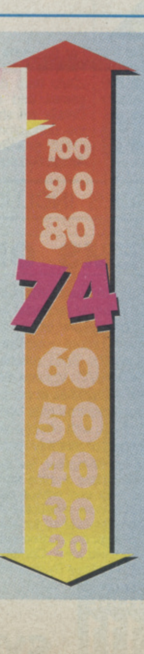
AVAILABLE LATE NOVEMBER



UPPERS

- **Frantic puzzling.**
- **Level editor to test your mates.**
- **An anorak's heaven.**

- **Graphics are nothing to write home about.**
- **Not enough variety in the gameplay.**
- **Who wants to admit to owning an anorak?**

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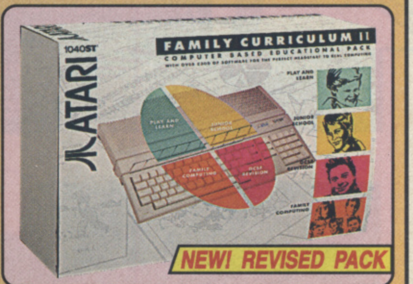

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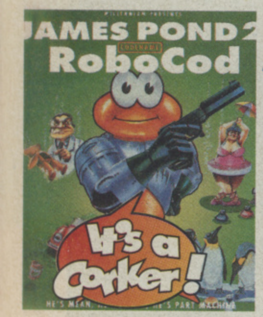

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CF20 Powerpack games: *Ant Attack, Mazemania.* Demos: *Bod the Alien, Catalypse.* Reviews: *Space Crusade, Budokan.*

CF21 Powerpack games: *Ancipital, Southern Belle.* Demos: *The Addams Family, Arnie, Euro Football Champ.* Reviews: *Indy IV, Chuck Rock , The Addams Family.*

CF22 Power-pack games: *Hover Bovver, Agent Orange.* Demos: *James Pond: RoboCod, DJ Puff.* Reviews: *Bug Bomber, James Pond 2, DJ Puff.*

CF23 Powerpack games: *Defenders of the Earth, Johnny Reb 2.* Demos:*Bug Bomber, Nobby the Aardvark, Biff.* Reviews: *Cool Croc Twins, Turbo the Tortoise, Xenomorph.*

CF24 Powerpack game: *Famous Five.* Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball.* Reviews: *Nobby The Aardvark, Ugh!, Elvira 2., Mega Sports.*

CF25 **(£3.25)** Extra tape: *Saracen Paint.* Powerpack game: *John Lowe's Ultimate Darts.* Demos: *Hägar the Horrible, Slicks.* Reviews: *Hook, Match of the Day, Slicks, Frankenstein.*

CF26 Powerpack games: *Cosmic Causeway, Bomber. Twin Tigers.* Demos: *Doc Croc, Stuntman Seymour.* Reviews: *Super All-Stars, Popeye 3, Stuntman Seymour.*

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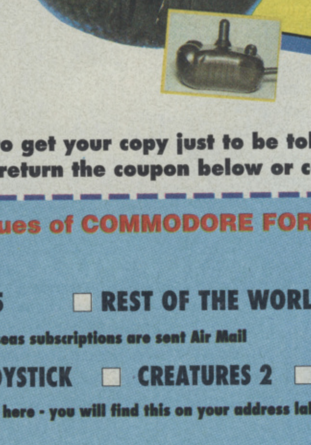

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ABC 60,045 Jan-Jun '92
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NEXT MONTH

IT'S COMING!

On the 12th day of Xmas my true love sent to me... *Nick Faldo* reviewed,
On the 11th day of Xmas my true love sent to me... A demo too,
On the 10th day of Xmas my true love sent to me... *Streetfighter 2*,
On the 9th day of Xmas my true love sent to me... *Dizzy* on trial,
On the 8th day of Xmas my true love sent to me... The best techie tips,
On the 7th day of Xmas my true love sent to me... *Cool World*,
On the 6th day of Xmas my true love sent to me... *MacDondaldsland*,
On the 5th day of Xmas my true love sent to me... A rather neat custom PD demo!
On the 4th day of Xmas my true love sent to me... A *Locomotion* demo,
On the 3rd day of Xmas my true love sent to me... Rogerrrrr Frames,
On the 2nd day of Xmas my true love sent to me... two cassettey things
On the 1st day of Xmas my true love sent to me... a hand-knitted jumper that didn't fit!

Get ready to rip the wrapping paper off of *CF*28 on December 17th!

THE CHOSEN ONES

We really got into the swing of this pulling-the-competition-winners-names-from-the- hat lark this month, and completely cleared the backlog we had. So here are those lucky (and, in some cases, patient) winners:

MATCH OF THE DAY WINNERS

25 Years of Match of the Day videos to:
● James Maranzano, Surbiton ● Stephen Johnston, Ballyclare, County Antrim ● T R Booth, Bradford ● Peter Bagley, Wolverhampton ● James Page, Hinckley ● Peter Weir, Kennington ● Andy Haslett, Guildford ● Martin Heath, Saltford, Nr Bristol ● Gareth Davies, Merseyside ● Steven Wright, Chelmsford ● Dominic Purchon, Hull ● John Hocking, Tyne & Wear ● Russell Smart, Swindon ● Ian Marriott, Rotheram ● James Margett, Winsford ● Stephen Davis, Walsall ● I Morgan, Chelaston ● Ian Jackson, Sutton Coldfield ● Michael Dawson, Southport ● David White, Haverford West

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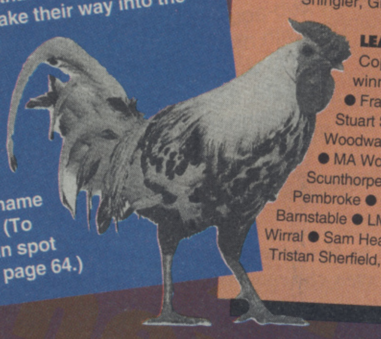
LEAVE THE ROOM COMPO

Copies of *Fun School 4* are currently winning their way to:
● Francessca Sherfield, Milford, Surrey ● Stuart Smith, Tottington, Bury ● Tony Woodward, Birmingham ● D Harris, Windsor ● MA Wood, Walsall ● Tina Broughton, Scunthorpe ● SA White, Leicester ● David John, Pembroke ● C Harvey, Cleveland ● R Brice, Barnstable ● LM Jones, Shrewsbury ● GN Wilson, Wirral ● Sam Heasman, Devon ● I Folan, Clacks ● Tristan Sherfield, Milford

SPOT THE COCK UPS

It might alarm you to know that we're not perfect, (*some of us are more perfect than others, though – Ed*) and some mistakes do make their way into the issue. Now we're giving you the chance to show how eagle-eyed you are. If you spot a cock up, let us know about it by writing to Cock Ups, CF, 30 Monmouth Street, Bath, Avon BA1 2BW. You could see your name (spelt incorrectly) in print! (To start you off, see if you can spot the deliberate mistake on page 64.)



IN THE BLEAK MIDWINTER THERE'S STILL *CF*

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And Lo, the wise men did follow the star to their local newsagent and looked for the infant *CF*28. Yet despite their offers of Gold, Frankensence and Myrrh they could not get a copy! Then Gaspar remembered the prophecy "Only those who hand the coupon (left) to the Newsagent will have a *CF*28 reserved for them". Save your copy now.

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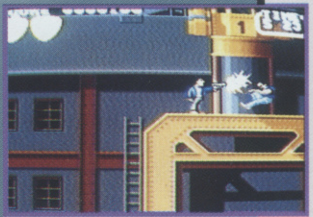

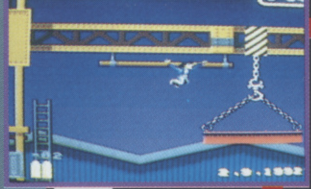

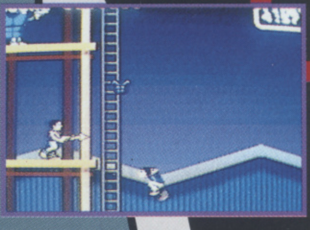

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